Privateer Press

NO QUARTER MAGAZINE

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ISSUE Nº 12
$5.99

WARMACHINE

THE PRIVATEERS

New Mercenary Army!

MAY 2007

INCLUDING: IRON KINGDOMS HORDES

WATCH INSPECTORS

The CSI of Five Fingers

HORDES: *EVOLUTION*

MORE Evolution warbeasts

8 75582 00353 0

HORDES™

EVOLUTION

HORDES: Primal laid the foundation for monstrous miniatures combat by bringing four unique and distinctly ruthless factions to the table. Now *HORDES: Evolution* is on its way to tear your preconceptions apart with a huge variety of new tools and formidable weapons. As our most loaded miniatures book to date, Evolution comes packing enough feral goodness to please any HORDES player.

- **2 new warlocks for each faction**
- **New alpha warbeasts**
- **Cavalry including the extremely maneuverable light cavalry**
- **Unit attachments**
- **Warbeast bonding rules**
- **New Theater of War campaign system designed specifically for HORDES**

The drama of HORDES and its characters advances as the shadow wars take on renewed intensity and purpose.

EVOLVE OR DIE!

GenCon 2007

PRIVATEER PRESS™

On the Cover

Captain Shae by Andrea Uderzo. Brooding and rugged, Captain Phinneas Shae leads his stalwart crew, the Privateers as they pillage anything and everything on the Meredius. With his abilities to control wind and sea, Captain Shae is like a storm himself.

Andrea Uderzo is a rising star in the game industry. He lives in Italy where he works as freelancer illustrator, collaborating with several major game companies, and now also for Privateer Press. Andrea loves to collect books on illustration and listen to movie soundtracks. View more of his artwork at: http://andreauderzo.deviantart.com/gallery.

CREDITS

Separated at Birth?

Who can explain the uncanny resemblance between Privateer Press mold maker Ben Tracy and Bosun Grogspar, one of the new Privateer models premiering in this issue? Some long-forgotten troll blood in Ben's ancestry or do they simply have the same impeccible fashion sense?

PRIVATEER PRESS™

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No Quarter Magazine

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Two shots below the waterline for the scallywag who pirates the pirates. Ye been warned.

FIRE IN THE HOLE!

Pirates

I vividly recall when I first heard that Privateer Press would be releasing not one, but an entire crew of pirate miniatures. It was almost a year ago that I was hoisting pints in a distant port town with the creator and developers of WARMACHINE™ (just one of the distinct privileges as editor in chief of No Quarter) when they let me in on the secret. I knew right then and there that they just had to appear in No Quarter. After several more rounds of pints, everyone else agree—much to your benefit today (and another one of the privileges of being part of this crew).

For those of you that have, like me, waited a very long to see Privateer Press release pirate miniatures, this issue is your long awaited booty.

It's pretty good timing, too, with a summer blockbuster due to be released this month and the Jolly Roger on everyone's mind. But that's where the similarity between our pirates and theirs pretty much ends.

In real life, the pirates of old were nothing like what the silver screen portrays them. They were dangerous, outlaws every one, with bad teeth and worse dispositions. More likely to slit your throat, than sing a chantey. So it is with the pirates in the world of WARMACHINE. The privateer warcaster Phinneus Shae commands a motley crew of salty dogs, every one of them a toughened criminal.

As you'll see from this issue's battle report, these pirates, or "privateer mercenaries" as Kevin Clark tells me, are the real deal. Unlike other mercenaries, this crew is designed to work together like a well-oiled machine—a machine made for killing and pillaging for the highest bidder. Just like pirates, I mean privateers, should be.

I hope you enjoy the Privateers as much as we had developing, playing, and painting them.

* * *

This issue marks our celebration of two years of No Quarter magazine. Rather than being retrospective about everything we've covered in the past (and that's a lot, such as the launch of HORDES™ and the release of Formula P3™ paints), let's talk about what's ahead for you and No Quarter.

Within the pages of this issue you'll see the beginnings of a fresh new design to take us into our third year. No Quarter's Graphic Designer Josh Manderville and Managing Editor Eric Cagle were instrumental in improving the magazines design and presentation. My hats off to both of them for their steadfast work and improving this magazine with every new issue.

We also have plans for new content based on your input. You've told us you like WARMACHINE and HORDES model previews, so we are planning more in the future. We've also listened to you about getting more models and maps into our battle reports. Also, we'll be spotlighting more of the community and our organized play events, like Summer Rampage. All these improvements are aimed at making No Quarter the best damn gaming magazine you could hope for.

You might notice that Guts & Gears and the Pendrake Encounters are missing from this issue. We had so much pirate goodness that we just couldn't fit everything in these one hundred pages. If you miss those regular articles, or have suggestions, I'm anxious to hear from you. Contact me at **editor.in.chief@privateerpress.com** with the subject "No Quarter".

Nathan Letsinger

-Editor in Chief

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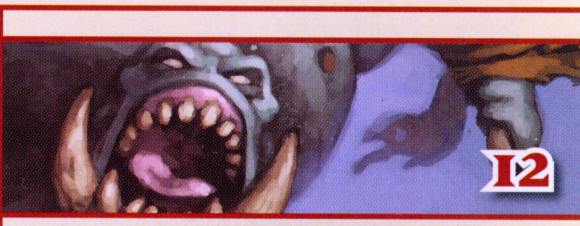
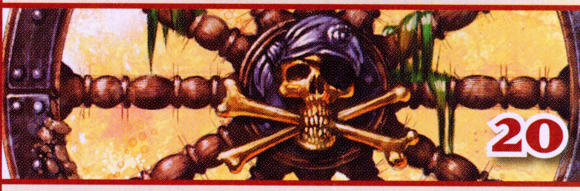
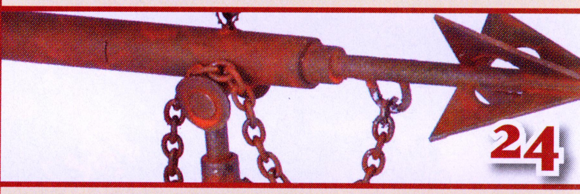
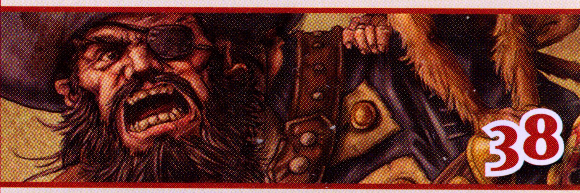








BOATSWAIN'S CALL

Got a cool landmark in your town? Send us pictures of your 'jacks out on walkabout to

jackabouttown@privateerpress.com

If we like 'em, we'll print 'em.

'JACK ABOUT TOWN

Mark McNaught's Destroyer prepares to assault the seemingly impregnable walls of Edinburgh Castle in Scotland.

LETTERS

Way to go on the battle report from NQ 11. I know I harped on them before for being too "amateurish" (is that a real word?), but now they're looking good. Thanks for cleaning it up.

— G Konkel, Privateer Press Forums

Glad you liked it, Mr. Konkel. We've experimented with different styles of battle reports over the last two years and are settling in with a style we like. Hopefully you'll enjoy the one in this issue too. We're always interested in our readers' opinions, especially about battle reports—so let me hear you: editor.in.chief@privateerpress.com.

Now that NQ has been out for over a year, are there any plans to archive older NQ content and make it available via the Privateer Press website?

— Colossus

We're happy to report that we plan on releasing articles in PDF format from out-of-print No Quarter issues on our website this summer! We'll be offering some downloads for free and a few, usually the timeless, longer and more involved, we will ask a nominal fee. These will only be for out-of-print issue, however, so if you are missing an issue, ask your retailer to order you a back issue, or visit:

store.privateerpress.com.

The Special Forces cards were a cool idea. How about doing a series of cards for the four Mercenary contracts?

— Thadrin

We've heard nothing but good things about the insert of cards into NQ. We thought about inserting Contract cards, but in the end decided to include them in the upcoming WARMACHINE Faction Card Decks. The mercenary deck will include a card for each contract! The decks release this summer, so now's the time to bug your retailer about pre-ordering them.

If you like cool inserts though, make sure you pick up issue #13 in July to get the best out of your Summer Rampage experience. You'll want what #13 will be packing! (See page 80 for details on the Summer Rampage league.)

I recently had a chance to experience P3 paints. I really liked the experience. In fact, I had decided to pick up the set when they release.

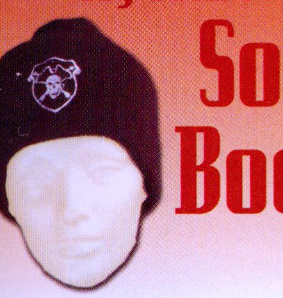
If I did switch, I'd be faced with having some kind of dropper available on the table (clutter, dog chew potential, constantly cleaning it out) or be forced to paint out of the bottle. Painting out of the bottle was not an option, because I always mix thinner, flow release and/or retarder to my paints. I could use a brush to dip out and mix on a palette, but then I'd be faced with inconsistencies of application.

Please consider, one day, re-packaging your product for those of us who did not grow up learning the GW paint bottle experience.

— XenCade

You'd be making a big mistake if you pass up these paints just because they don't arrive in a dropper bottle! We spent years perfecting the formula so you wouldn't have to worry about adding thinner, flow release, or retarder and you can have the freedom to paint right out of the pot. However if you're determined to use droppers the P3 washes and inks do come in dropper bottles and you'll be able to purchase empty P3 dropper bottles for your colors if you are so inclined.

Fly Your Colors and Win Some Booty!



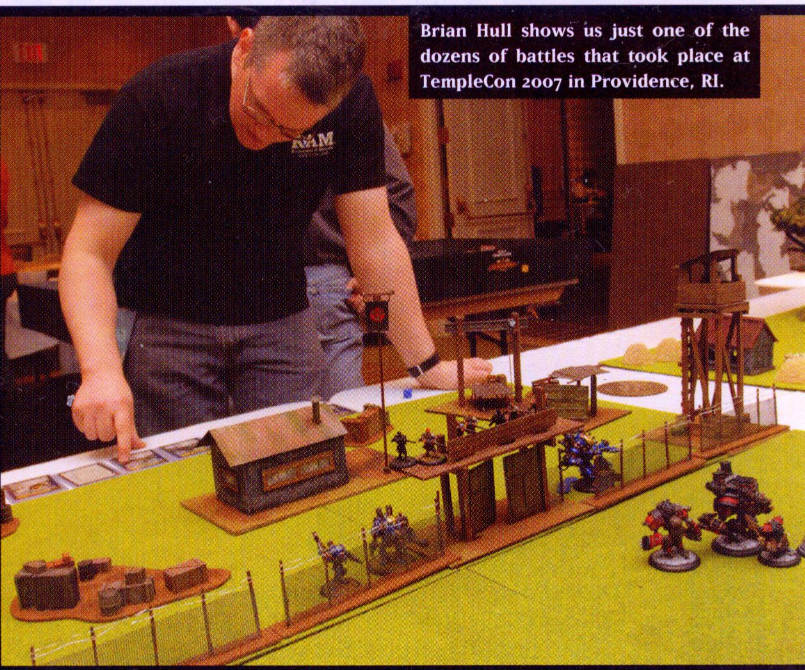
Wear your Privateer Press gear this summer to win cool prizes. All you have to do is proudly fly the Privateer Press colors (like our t-shirts, faction patches, or even a costume of your favorite Iron Kingdoms character).

If our staff spots you, and we like the cut of your jib, we might give you a ticket and a chance to win something cool at a raffle drawing at our booth. Inquire at our booth for details, and more importantly wear your colors this summer proudly and often!

Privateer Press at Origins 2007
Wear your gear and test your mettle at the following events:

THU 10:00 AM	HORDES 500 point Steamroller 3 event
FRI 10:00 AM	WARMACHINE 500 point Steamroller 3 event
FRI 8:00 PM	Midnight Madness
SAT 10:00 AM	HARDCORE
SUN 10:00 AM	Grind and Open play

Register at: www.originsgames.com



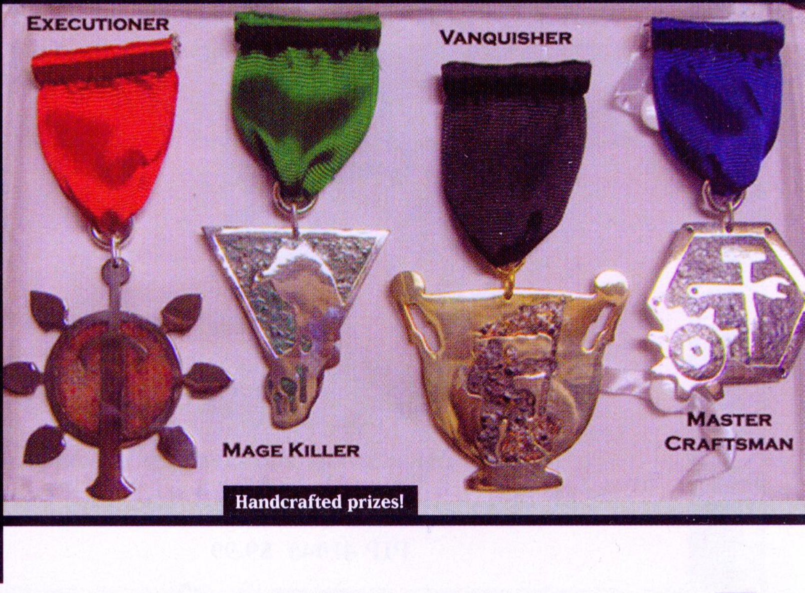
Brian Hull shows us just one of the dozens of battles that took place at TempleCon 2007 in Providence, RI.

HARDCORE -Motor City Style

After playing HARDCORE at Gen Con 2006, a group of lads from the Rust Belt created their own custom prize support to run a tournament in the tradition of HARDCORE, featuring glorious fully-painted armies, action-oriented turn time limits, and of course, the requisite double dose of ass-kicking attitude.

A hearty Privateer salute goes out all those involved and we're looking forward to see you all at the next official HARDCORE at Gen Con 2007. Hundreds are now painting their armies in anticipation of this year's HARDCORE at Gen Con Indy. This event is going to be bigger and better than ever before, so don't miss out! For more details, check out:

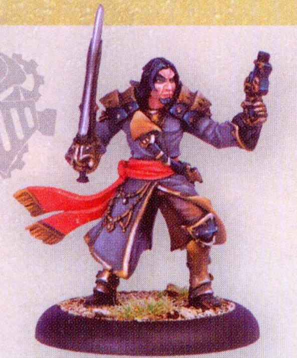
www.privateerpress.com/hardcore



Handcrafted prizes!

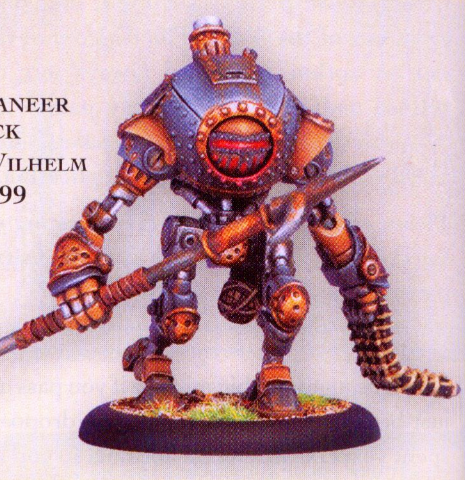
NEW RELEASES

MAY 2007



Mercenary Privateer Warcaster
Captain Phinneus Shae
Sculpted By: Steve Saunders
PIP 41038 $9.99

Mercenary Buccaneer
Light Warjack
Sculpted By: Jeff Wilhelm
PIP 41040 $17.99

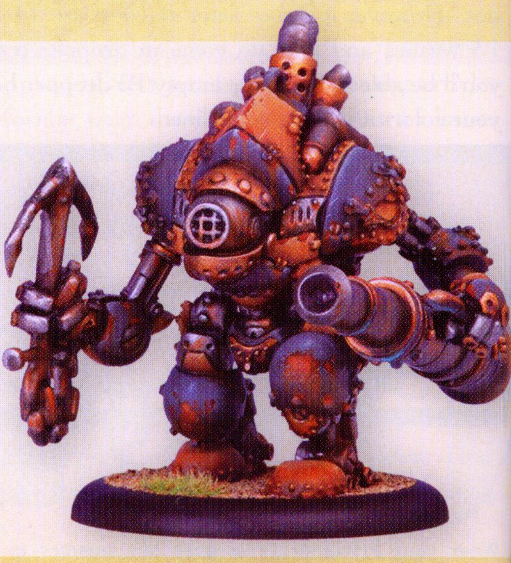


MAY 2007

Mercenary Mariner Heavy Warjack

The Mariner was designed to endure uncertain footing fighting ship-to-ship, a skill just as formidable on dry land. Giving up some armor to move quickly and proving nearly impossible to knock down, the Mariner carries a "liberated" ship cannon in one hand and a brutal barnacle-encrusted anchor in the other.

Sculpted By: Ben Saunders • PIP 41039 $29.99



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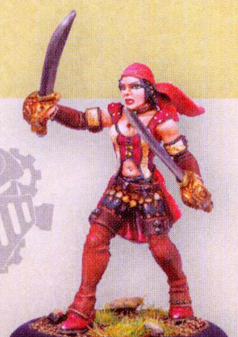
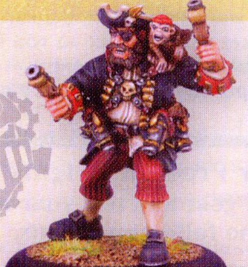
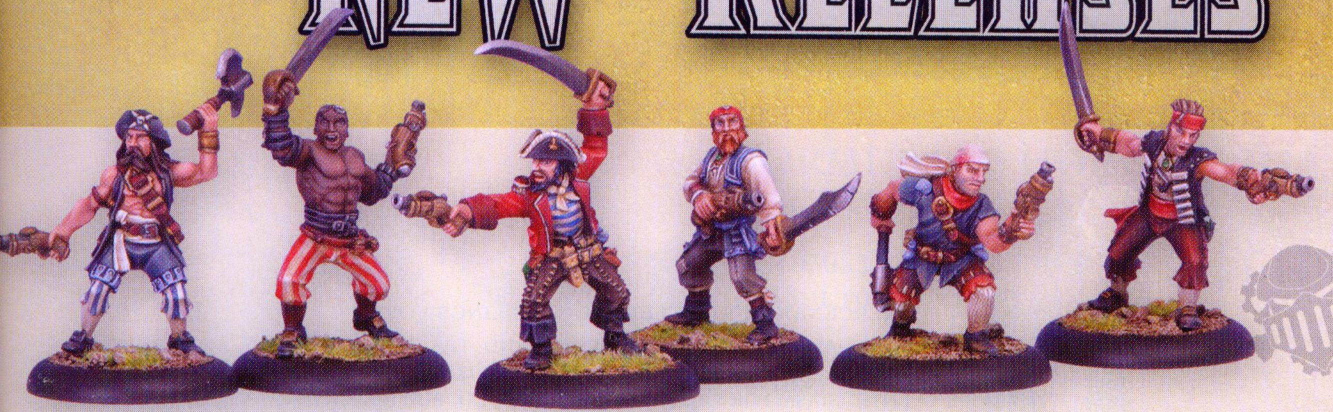


Mercenary Privateer
First Mate Hawk
Sculpted By: Jose Roig
PIP 41045 $9.99



Mercenary Privateer
Mr. Walls Unit Attachment
Sculpted By: Steve Saunders
PIP 41044 $9.99

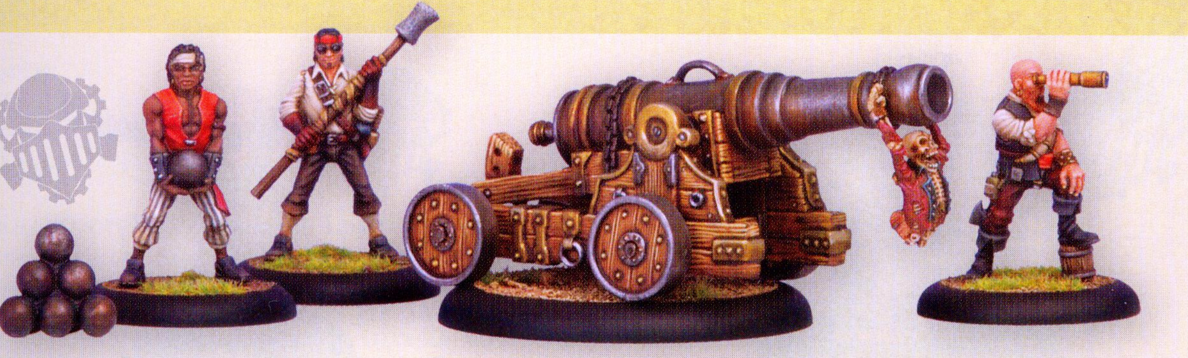
NEW RELEASES



Mercenary Privateer Sea Dogs Unit Box

Mustered together from disreputable coastal taverns and wharves, the Sea Dogs are motley pirates hungry for spoils. Armed with swords and pistols and barely kept in check by grizzled mates, the Sea Dogs serve any master with sufficient coin. What they lack in training and manners they make up for with frightening bluster, enthusiastic avarice, and drunken debauchery.

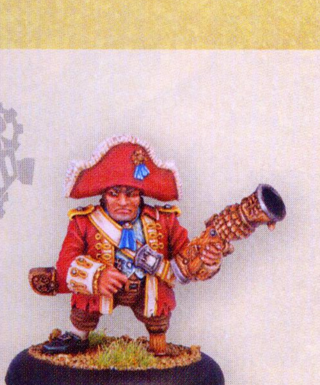
Sculpted By: Todd Harris • PIP 41041 $24.99 • PIP 741042 (2) $7.99



Mercenary Privateer Commodore Cannon & Crew Unit Box

A special legacy of Captain Shae's mutiny, the "Commodore" is a massive royal-weight cannon such as those found only on first-class ships of the line. The cannon is named in sardonic tribute to Shae's former employer whose skeleton can be seen strapped to the cannon's wide barrel. No man and few warjacks can withstand a shelling by the Commodore.

Sculpted By: Aragorn Marks • PIP 41043 $34.99



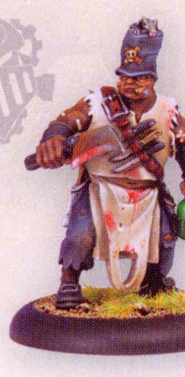
Mercenary Privateer Lord Rockbottom

The Rhulic pirate Lord Joln Rockbottom is Captain Shae's "Expedition Financier." He ensures the pirates are well paid and equipped for the bloody work ahead. Coin is not his only weapon, for Lord Rockbottom enjoys employing a fire-belching firearm that has ended the lives of many who underestimated him.

Sculpted By: Jeff Grace • PIP 41048 $8.99

NEW RELEASES

MAY 2007



Mercenary Privateer Doc Killingsworth

'Doc' is both the ship's cook and the ship's surgeon, and he finds his talent with sharpened knives useful in both roles. Doc has an enthusiasm for treating the wounded, but his patients are uneasy, such that often the mere threat of treatment is enough to convince them to fight on.

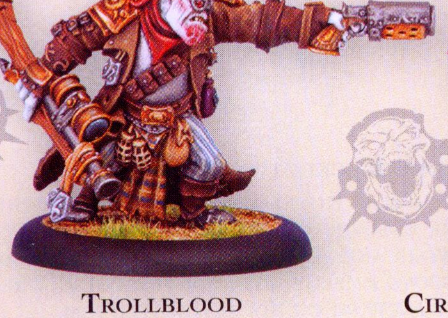
Sculpted By: Bobby Jackson • PIP 41047 $9.99

MAY 2007

Mercenary Privateer
Boson Grogspar
Sculpted By: Felix Paniagua
PIP 41046 $12.99

Mercenary Privateer Rifleman
Special Weapon Attahment
Sculpted By: Todd Harris
PIP 41049 $5.99

MAY 2007

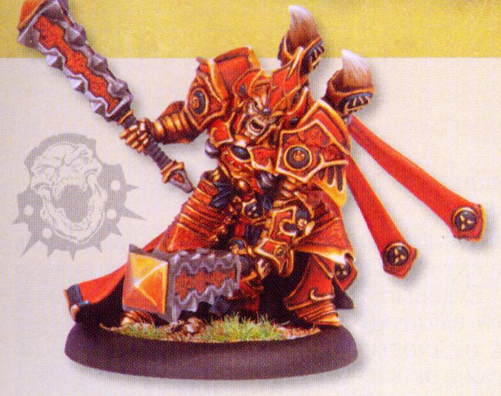


Trollblood
Warlock Grim Angus
Sculpted By: Felix Paniagua
PIP 72020 $11.99

Circle Orboros Warlock
Morvahna the Autumnblade
Sculpted By: Werner Klocke
PIP 72019 $9.99

Legion of Everblight Warloc
Rhyas, Sigil of Everblight
Sculpted By: Werner Klocke
PIP 73019 $9.99

NEW RELEASES



SKORNE WARLOCK
TYRANT XERXIS
SCULPTED BY: WERNER KLOCKE
PIP 74020 $18.99

JUNE 2007

FORMULA P3 HORDES FACTION PAINT SETS:

PIP 93083 TROLLBLOOD COLORS (6 18ML POTS) - $17.99

PIP 93084 CIRCLE ORBOROS COLORS (6 18ML POTS) - $17.99

PIP 93085 LEGION OF EVERBLIGHT COLORS (6 18ML POTS) - $17.99

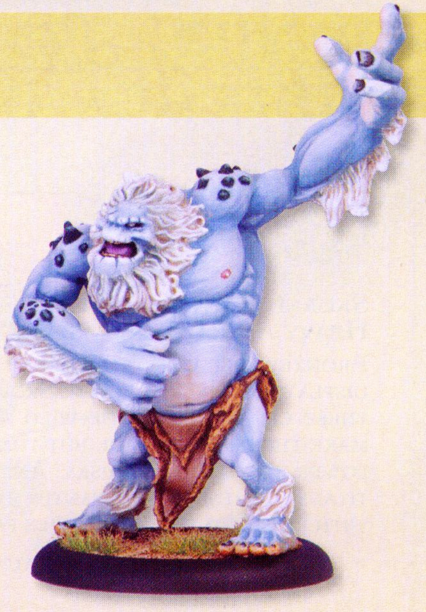
PIP 93086 SKORNE COLORS (6 18ML POTS) - $17.99

JUNE 2007

TROLLBLOOD WINTER TROLL LIGHT WARBEAST

LONG FEARED BY ALL WHO DWELL IN THE FROZEN NORTHERN REGIONS, THIS FIERCE TROLL HAPPILY ENDURES COLD THAT WOULD SLAY MOST LIVING THINGS. HARNESSING THE RAW POWER OF ICE AND SNOW, WINTER TROLLS EXPEL TREMENDOUS GUSTS OF FROZEN AIR THAT RIP FOES APART. EVEN STRIKING A WINTER TROLL'S FLESH PROMPTS A BACKLASH OF INTENSE COLD THAT PARALYZES ITS OPPONENTS.

SCULPTED BY: GREGORY CLAVILIER • PIP 71023 $17.99



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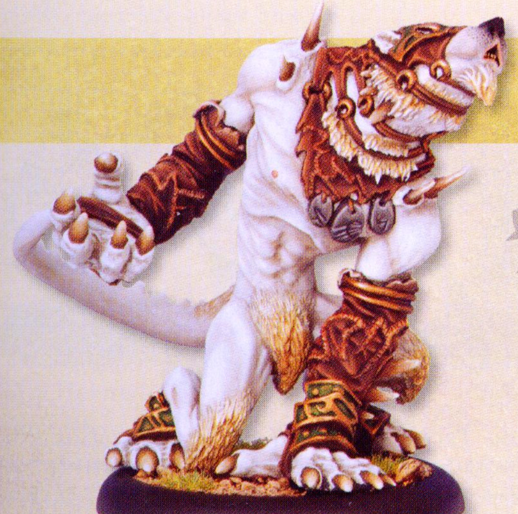


CIRCLE ORBOROS PUREBLOOD WARPWOLF HEAVY ALPHA WARBEAST

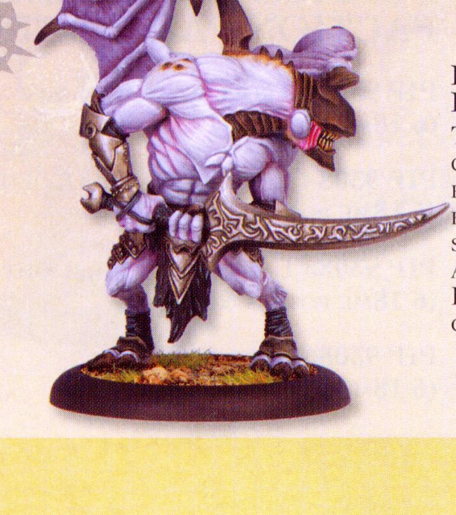
GENERATIONS OF CONTROLLED BREEDING HAVE PRODUCED A FEW WARPWOLVES BORN FREE OF THE TAINT OF MAN. THESE PUREBLOODS WIELD GREAT POWER AND POSSESS A CONTROL OVER THEIR FORM SO COMPLETE THEY CAN PROVOKE SYMPATHETIC WARPING IN OTHERS OF THEIR KIND AND EVEN STEAL THE MYSTICAL POWER OF THEIR ENEMIES. THEIR HUMAN CUNNING AND BESTIAL STRENGTH MAKE THEM INDISPENSABLE.

SCULPTED BY: JASON HENDRIKS • PIP 72021 $29.99

JUNE 2007

NEW RELEASES

JUNE 2007

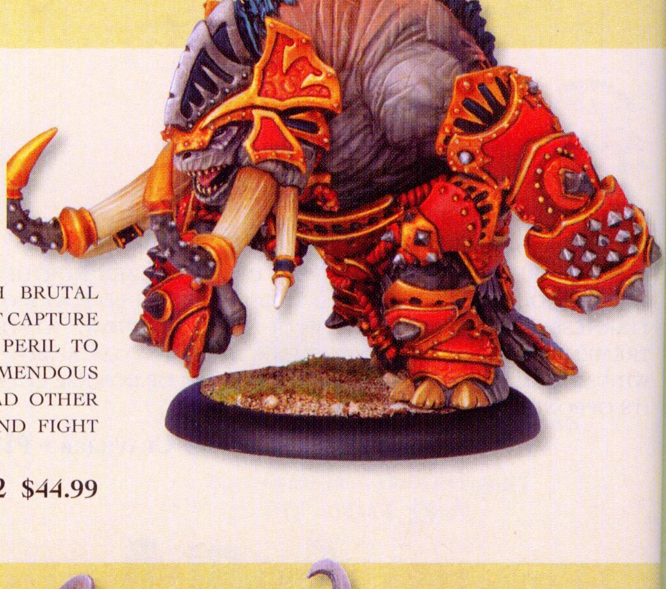


LEGION OF EVERBLIGHT NEPHILIM SOLDIER LIGHT WARBEAST

THE RECENTLY SPAWNED NEPHILIM EPITOMIZE EVERBLIGHT'S CAPACITY FOR INVENTION. DEVELOPING THEM AS HE LURKED BELOW ISSYRAH, EVERBLIGHT HAS SUCCESSFULLY COMBINED ELVEN FLESH WITH BLIGHTED BLOOD TO PRODUCE A TWISTED SERVANT CAPABLE OF INDEPENDENT THOUGHT. POSSESSED OF A SOUL AND A SPARK OF SELF-WILL, THE NEPHILIM EMBODIES EVERBLIGHT'S VISION OF PERFECTION AND THE FRUITS OF CENTURIES OF LABOR.

SCULPTED BY: JEFF GRACE • PIP 73022 $18.99

JUNE 2007

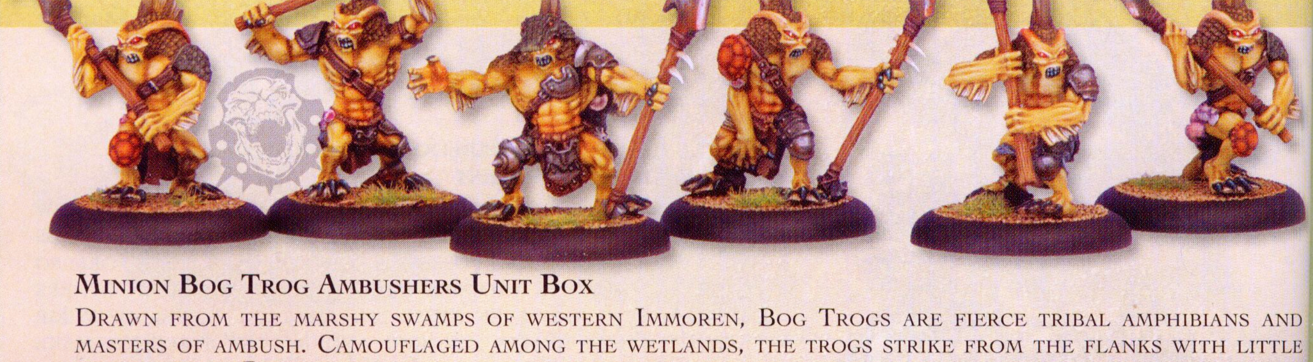


SKORNE BRONZEBACK TITAN HEAVY ALPHA WARBEAST

BRONZEBACKS LEAD THE GREAT TITAN HERDS WITH BRUTAL DISPLAYS OF PHYSICAL MIGHT. SKORNE PAINGIVERS MUST CAPTURE THESE CREATURES IN THE WILD AND ENDURE GREAT PERIL TO MAKE THEM FIT FOR WAR, BUT THE BRONZEBACK'S TREMENDOUS POWER JUSTIFIES THE RISKS. ANCIENT INSTINCTS GOAD OTHER TITANS TO RESPOND INSTANTLY TO A BRONZEBACK AND FIGHT WITH RENEWED TENACITY WHILE FOLLOWING ITS LEAD.

SCULPTED BY: STEVE SAUNDERS • PIP 74022 $44.99

JUNE 2007



MINION BOG TROG AMBUSHERS UNIT BOX

DRAWN FROM THE MARSHY SWAMPS OF WESTERN IMMOREN, BOG TROGS ARE FIERCE TRIBAL AMPHIBIANS AND MASTERS OF AMBUSH. CAMOUFLAGED AMONG THE WETLANDS, THE TROGS STRIKE FROM THE FLANKS WITH LITTLE FOREWARNING. RECENT STRUGGLES HAVE BROUGHT THEM OUT FROM THEIR BOGS AS THEY FOLLOW THEIR LEADERS AND RUTHLESSLY ATTACK THE ENEMIES OF THEIR MASTERS

SCULPTED BY: ARAGORN MARKS • PIP 75006 $32.99 • PIP PIP 75007 (2) $10.99

HORDES Challenge: Fall like Dominos

So you think you consider yourself an expert HORDES or WARMACHINE player? Do you have every statistic, feat, and spell stored in your brain like a recipe box? Put your knowledge to the test with this Challenge and see if you have the chops to solve the puzzle and prove your superior gaming skills!

Written by Christopher Bodan

What You'll Need:

Trollblood

Hoarkluk Doomshaper
Dire Troll Mauler
Troll Axer
Troll Impaler
Trollkin Scattergunners (3 dead)
Trollkin Champions

Skorne

Lord Tyrant Hexeris
Basilisk Krea
Basilisk Drake
Titan Gladiator
Praetorians (10)

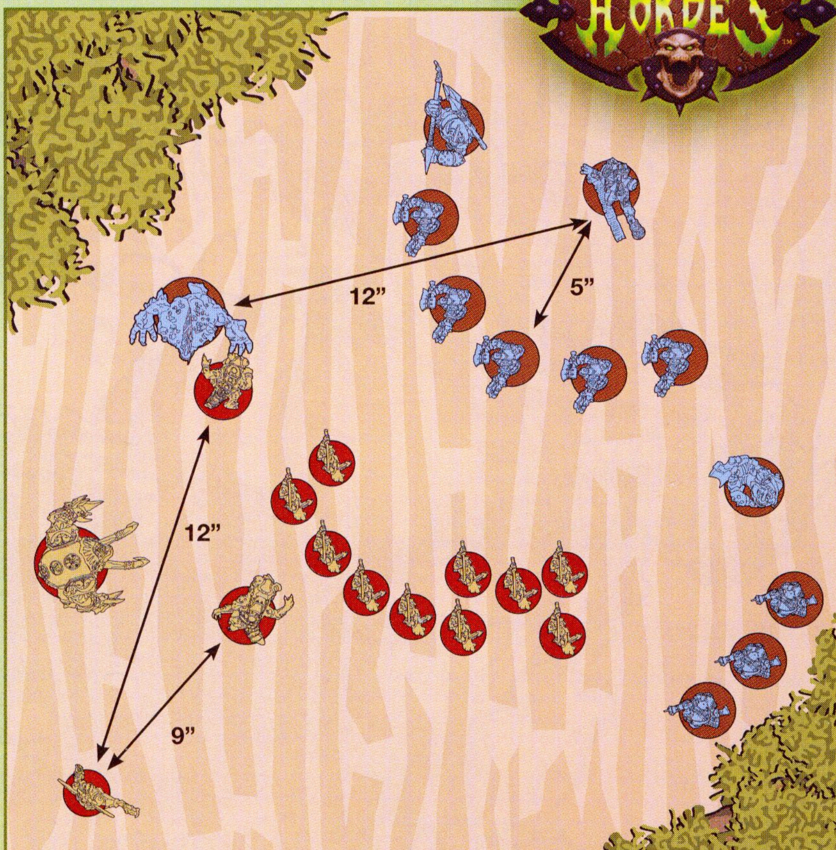
The Challenge:

See if you can kill Doomshaper with Hexeris on Round Two. Round One saw both players jockeying for position and slowly advancing towards each other. The Trollblood player deployed well and has kept his army up front and killing. The Skorne player has heard a little too much smack talk about how he is going to get his butt kicked by an old troll and wants to drop a bag of hammers on this guy right quick. How does he pull off the kill on the bottom of turn two? Use average die rolls to calculate the best course of action.

Setup:

Doomshaper moved to 24" away from Hexeris and spread his troops out. The Trollkin Champions are ahead of Doomshaper as a screen. The Mauler is just under 11" ahead, to the right of the Champions, engaging the Krea and surrounded by the bodies of the Praetorians it just spent five fury killing. The Scattergunners are skirting a forest, looking for a chance to murder Hexeris' flank. The Axer and Impaler were both riled for one fury. It's early in the game and, feeling confident, the Trollblood player cast Fortune on the Scattergunners, Dissolution, and shed the rest of his fury.

The Skorne player has a unit of Praetorians strung out and just in charge range of the Champions. The Basilisk Drake stands 9" directly ahead of Hexeris behind the praetorians. The Titan Gladiator is 6" ahead on the left and just behind the basilisk drake. The basilisk krea is a bit over 12" in front with a dire troll in her face.



Our Solution:

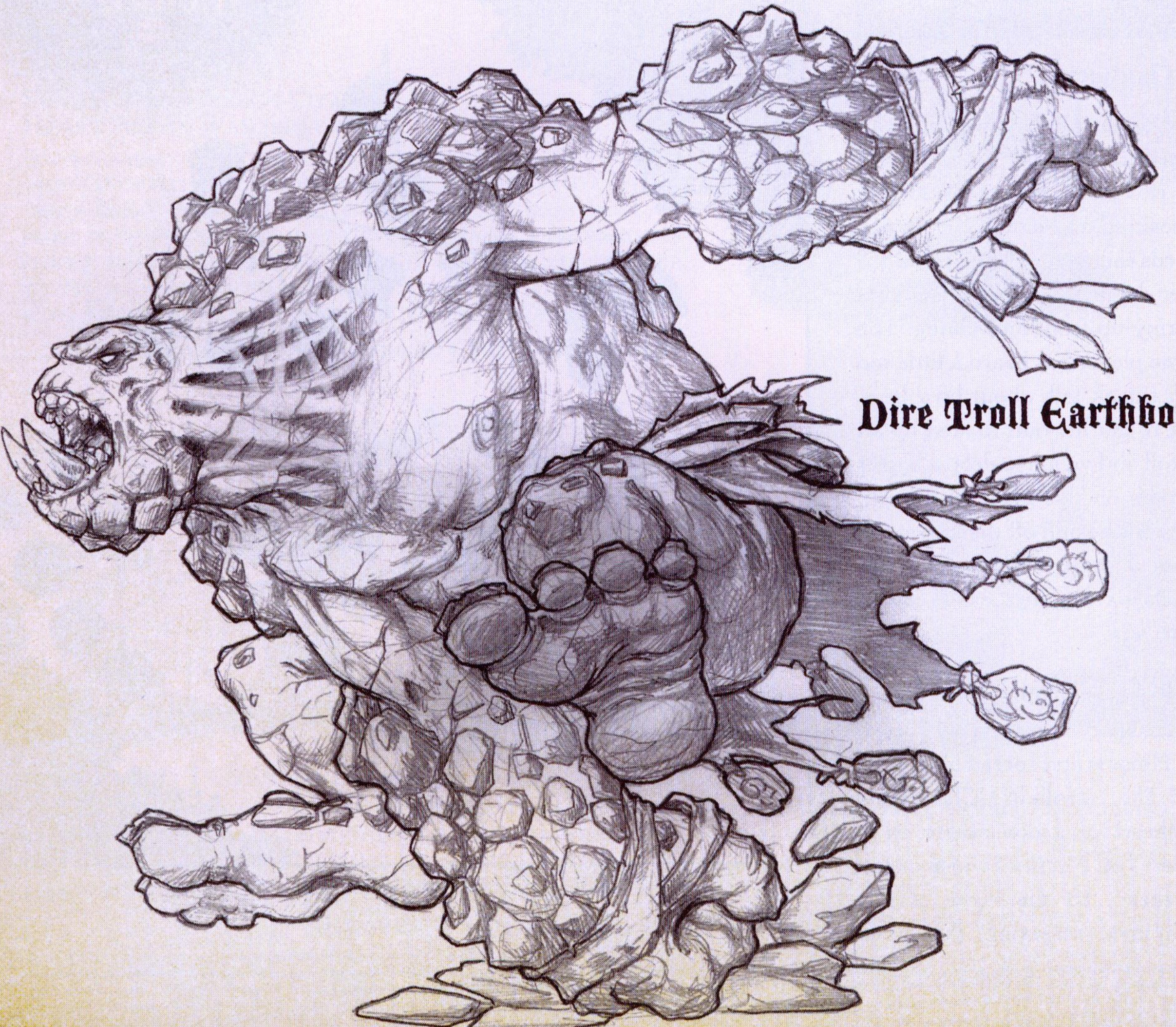
The Gladiator slams the dire troll out of the way for free. Hexeris charges the drake, casts Soul Slave on the Krea (just in case), and pops his feat. The Krea activates, moves clear of the Champions, and throws Paralytic Field on Doomshaper. The Praetorians activate and charge the Champions, lining up with two on each Champion. Using average dice rolls, the praetorians hit every Champion with a combo strike and two such attacks will drop even the kithkar. Tough rolls should only save between one and two of the Champions. The dead rise from Dark Dominion and attack Doomshaper, hitting on '3's with Paralytic Field. Average damage means that four hits kill the old trollkin. It is risky, but the odds favor success, and fortune favors the bold.

No Quarter Magazine is proud to give you an advance look at upcoming characters, units, contracts, and other models. Learn what your favorite army (or hated foe) is capable of doing on the battlefield before the models hit the table!

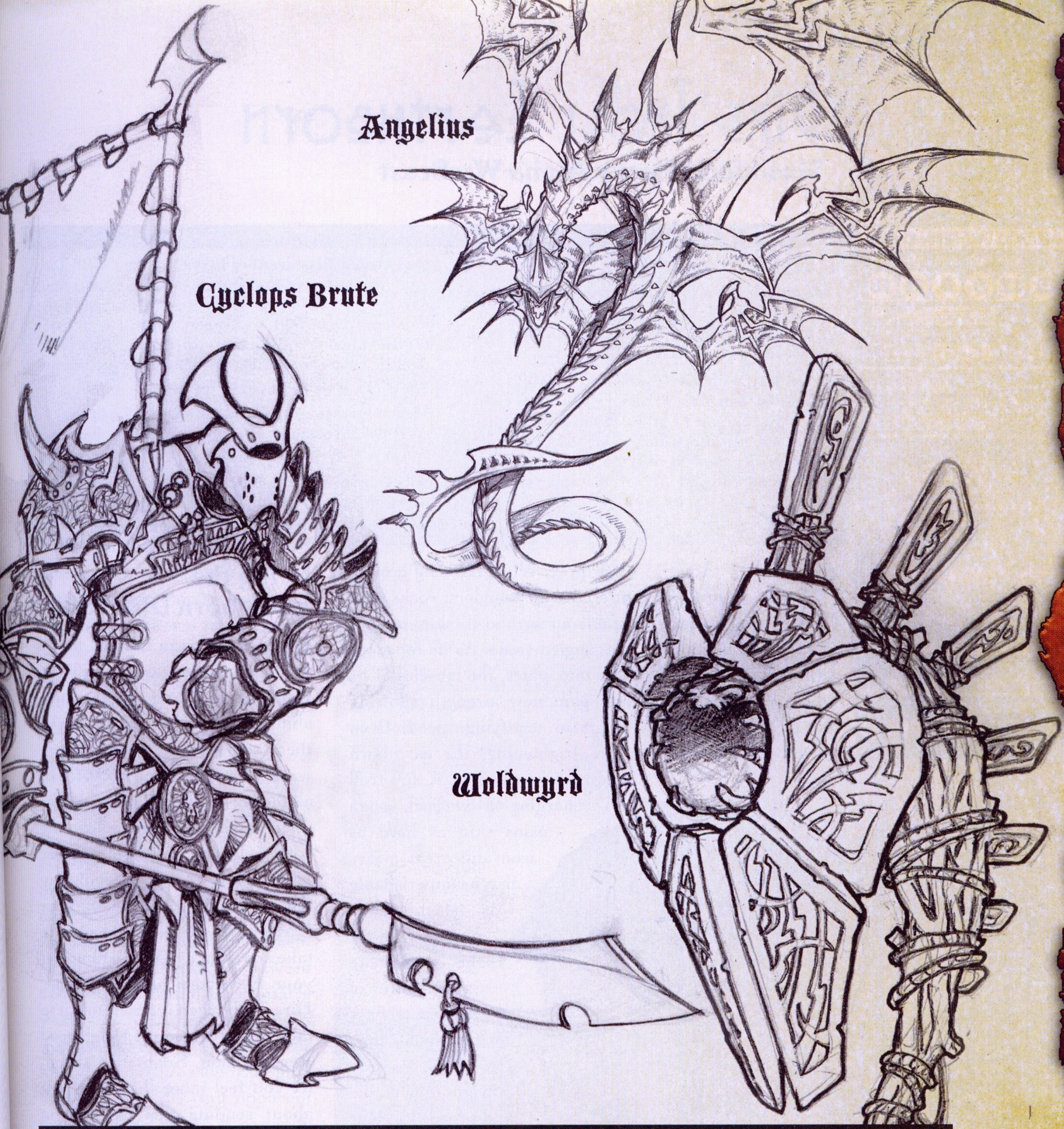
By the Privateer Press Staff • Art by Eric Deschamps,

Evolving even More

Additional Warbeasts from HORDES: *Evolution*



Dire Troll Earthborn



No Quarter #11 gave a sneak peek into several of the amazing warlocks and warbeasts soon to be bringing unstoppable change to the battlefield. The release of HORDES: *Evolution* this August is fast approaching, so we decided to keep the previews coming in order for you to evolve your own tactics.

Be prepared for change, because HORDES: *Evolution* is coming.
Can you adapt?

DIRE TROLL EARTHBORN

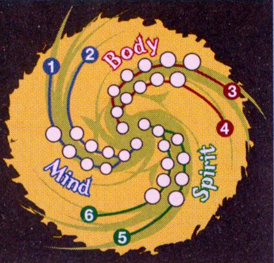
Trollblood Heavy Alpha Warbeast

DIRE TROLL EARTHBORN CMD 5

SPD	STR	MAT	RAT	DEF	ARM
5	12	6	3	11	18

CLAW		
SPECIAL	POW	P+S
—	3	15

CLAW		
SPECIAL	POW	P+S
—	3	15



FURY	5
THRESHOLD	11
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	125
BASE SIZE	LARGE

SPECIAL RULES

EARTHBORN DIRE TROLL

Adaption - When the Earthborn Dire Troll makes a successful melee attack, it may replace the POW of its Claws with the POW of any one melee weapon possessed by a model within 1″ of it.

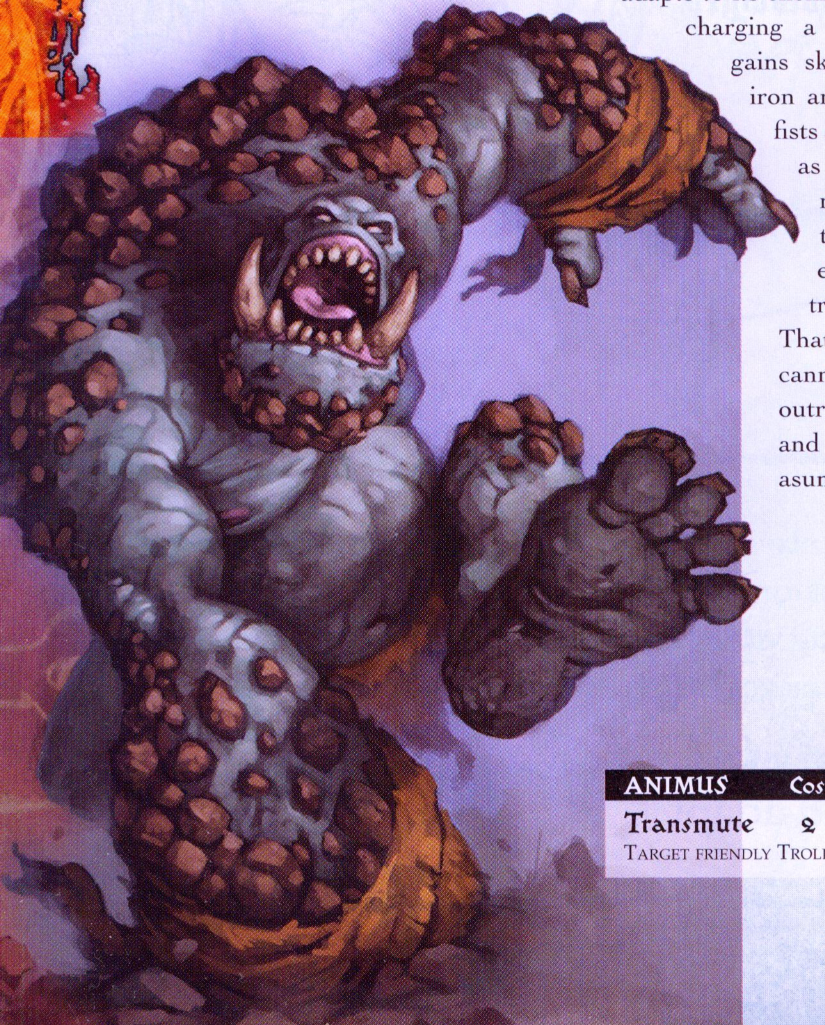
Elemental Communion - While within 1″ of deep or shallow water, the Earthborn Dire Troll gains +2 DEF. While within 1″ of an obstacle or obstruction, the Earthborn Dire Troll gains +2 ARM. If the Earthborn Dire Troll begins its activation within 1″ of rough terrain, it gains +2″ of movement during this activation.

Heightened Regeneration [d3] - The Earthborn Dire Troll may be forced to remove d3 damage points from anywhere on its life spiral once per activation. If the Earthborn Dire Troll regenerates while it is in base-to-base contact with another Dire Troll, remove d6 damage points instead. The Earthborn Dire Troll cannot regenerate during an activation it runs.

Metamorphose - The Earthborn Dire Troll may use the current ARM of any model without Metamorphose with which it is in base-to-base contact instead of its own.

Snacking - When the Earthborn Dire Troll destroys a living model with a melee attack, it may remove d3 damage points from anywhere on its life spiral.

These dire trolls possess some link to the wilderness itself, to the Mother of All, and their skin ripples and changes as they advance against their prey. When crossing ground littered with boulders, rocks, and rubble, an earthborn's skin encrusts like angled stone. As its footsteps sink into water, the muscles of its legs gain new strength allowing bursts of terrifying speed. Even more frightening, the earthborn adapts to its enemies. A dire troll charging a warjack soon gains skin as hard as iron and great meaty fists as imperishable as steel. They represent the ultimate expression of troll adaptability. That which they cannot destroy outright they mimic and proceed to tear asunder.



Using the Earthborn Dire Troll

When it comes to durable heavy warbeasts, the decent defense, high armor, and regenerative abilities of Dire Trolls make them some of the most difficult warbeasts to take down. On top of all the normal Dire Troll goodness ,the Earthborn can utilize the battlefield's terrain like no other model. Be certain to study the lay out of the field and where your Earthborn will be better able to take advantage of the terrain. Get your Earthborn next to another Dire Troll when regenerating it to take full advantage of Heightened Regeneration. Adaptation should let you feel more than confident about sending this bad boy in against the toughest of enemies, since you can use the power of their own weapon against them.

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Transmute	2	6	—	—		

TARGET FRIENDLY TROLLBLOOD MODEL GAINS METAMORPHOSE FOR ONE ROUND.

Woldwyrd

Circle Orboros Light Warbeast

This small but potent sentinel floats silently above the earth, its beryl orb pulsing with power like a wrathful eye. In an instant, this glow brightens to a blinding intensity and focuses energy from below into beams of deadly potency. Those who pride themselves on their occult mastery, their priestly sanctity, or their arcane strength, find themselves targets and fall under the merciless fire of woldwyrds. The Circle unleashed woldwyrds in other times to prune the Menite priesthood who burned any that manifested the wilding. So too have woldwyrds brought the end of wizards treading too close without permission to druidic sacred sites.

Using the Woldwyrd

While at first glance Woldwyrds may seem the arcane weapon platform of ranged destruction that every Circle player craves, its capabilities go far beyond a 3 ROF Arcane Strike. Proper placement makes the difference between useful woldwyrds and indispensable woldwyrds. Keep them close to units that susceptible to enemy spells so Arcane Suppression can limit the offensive spells your opponent throws your way. Constantly generate fury, since woldwyrds don't frenzy and you can spend this fury with Witch Hunter. The best way to leverage Witch Hunter is to use multiple woldwyrds, the more the better. Advancing simultaneously with three or four makes it very difficult for an enemy to neutralize their threat before the constructs are in range. Force your opponent to weigh the risk of having boosted attack and damage rolls targeting their spell casters on their own turn. Would you risk it?

SPECIAL RULES

Woldwyrd

Arcane Suppression - Enemy models within 8″ of the Woldwyrd must pay double fury and focus points to cast or upkeep spells.

Elemental Construct - The Woldwyrd is not a living model. The Woldwyrd never makes threshold checks, automatically passes command checks, and never frenzies or goes wild. The Woldwyrd cannot run or be healed.

Floating - During its activation, the Woldwyrd ignores movement penalties from rough terrain and obstacles.

Non-Combatant - The Woldwyrd cannot charge or make power attacks.

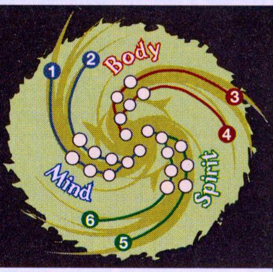
Witch Hunter - When an enemy model casts a spell within 10″ of the Woldwyrd, the Woldwyrd may immediately make an Arcane Strike ranged attack targeting that model before the spell is resolved but after fury or focus points are spent to cast the spell. The Woldwyrd makes this attack before the spell caster's controller decides to boost the magic attack roll. The Woldwyrd may spend fury points on it to boost these attack and damage rolls. If the model casting the spell is destroyed by this Arcane Strike attack, the spell does not take effect.

Arcane Strike

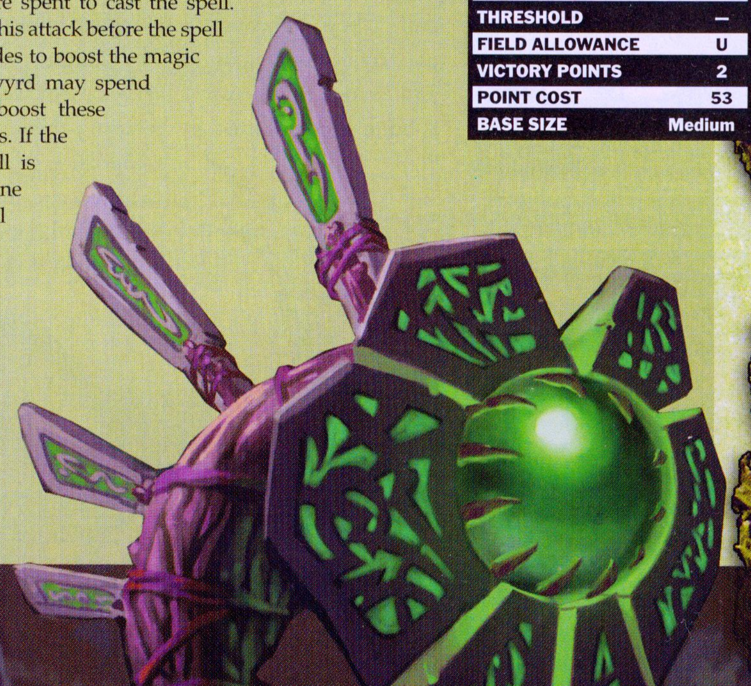
Wraith Bane - Arcane Strike attacks may damage models only affected by magic attacks.

WOLDWYRD					CMD –
SPD	STR	MAT	RAT	DEF	ARM
7	6	0	6	13	15

HD	ARCANE STRIKE			
	RNG	ROF	AOE	POW
	10	3	—	10



FURY	3
THRESHOLD	—
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	53
BASE SIZE	Medium



ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Arcane Killer	2	6	—	—		

Target friendly Circle model gains boosted attack and damage rolls when attacking an enemy model affected by an upkeep spell.

Tactical Tips

Witch Hunter – Ranged attacks made outside of the model's activation do not count towards the ROF of the weapon.

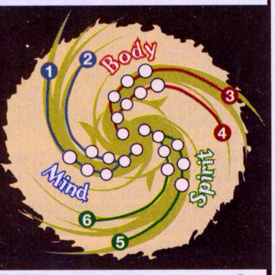
Cyclops Brute

Skorne Light Warbeast

CYCLOPS BRUTE					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	8	5	3	13	17
				🛡	19

LFT	SHIELD		
	SPECIAL	POW	P+S
	—	0	8

RT	HALBERD		
	SPECIAL	POW	P+S
	Multi	5	13



FURY	3
THRESHOLD	9
FIELD ALLOWANCE	U
VICTORY POINTS	2
POINT COST	67
BASE SIZE	Medium

SPECIAL RULES

Cyclops Brute

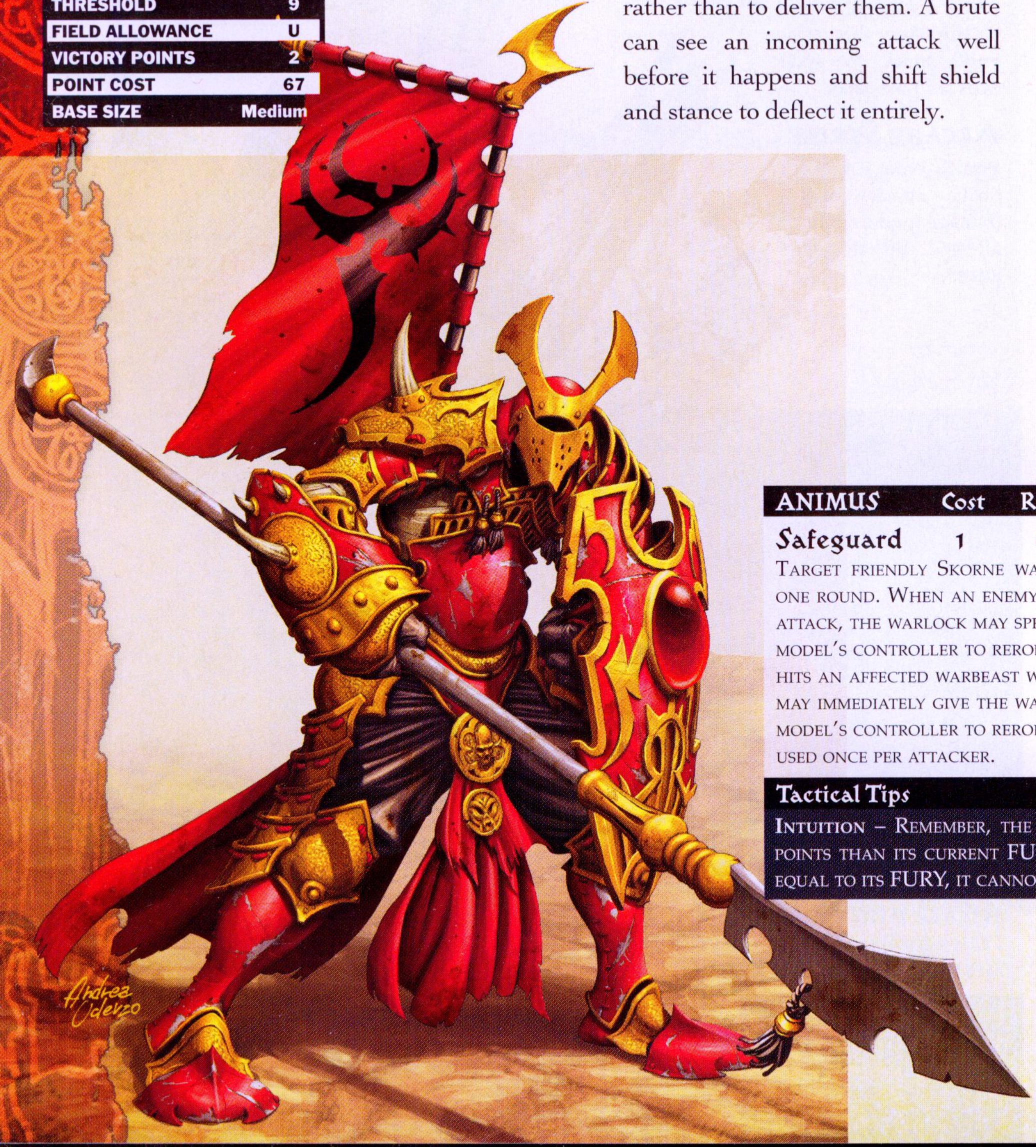
Intuition - After an enemy model hits the Cyclops Brute with an attack, the Cyclops Brute's controller may immediately give the Brute one fury point to cause the enemy model's controller to reroll the attack roll.

Halberd

Reach - 2″ melee range.

Set Defense - The Cyclops Brute gains +2 DEF against charge and slam attacks originating from its front arc.

The crude but undeniable cunning of these cyclopes makes them singularly responsive to training, and they become particularly tenacious and difficult to subdue once outfitted with wide shields and encased in the overlapping plates of skorne-forged armor. Equipped with a heavy polearm and taught to fight with shield interposed, the brute can protect itself from all but the most fearsome blows and retaliate in kind. The unique vision of the cyclops serves them well in this capacity by focusing this ability to evade blows rather than to deliver them. A brute can see an incoming attack well before it happens and shift shield and stance to deflect it entirely.



Using the Cyclops Brute

With a name like Brute you may think this Cyclops belongs right next to the Savage at the forefront of your army, and they can certainly bring the pain as well as any warbeast. However, thinking of them as guard dogs rather than attack dogs might help you make the most of this creature's unique abilities. With Set Defense and Intuition the Cyclops Brute has a 15 DEF against a charge and if your opponent hits, you can generate a fury point to make them re-roll the attack. Combine this with the Brute's 19 ARM and you have a warbeast ready to weather any attack. Safeguard is just amazing. When wouldn't you want to make your opponent re-roll a hit against your warlock?

ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Safeguard	1	6	—	—		

Target friendly Skorne warlock or warbeast gains Safeguard for one round. When an enemy model hits an affected warlock with an attack, the warlock may spend one fury point to cause the attacking model's controller to reroll the attack roll. When an enemy model hits an affected warbeast with an attack, the warbeast's controller may immediately give the warbeast one fury point to cause the enemy model's controller to reroll the attack roll. Safeguard can only be used once per attacker.

Tactical Tips

Intuition – Remember, the Cyclops Brute cannot have more fury points than its current FURY stat, so if it has a number of points equal to its FURY, it cannot use Intuition.

Angelius

Legion of Everblight Heavy Alpha Warbeast

When this great six-winged beast rises into the air, it serves as a pronouncement to the world that the Legion will devour any foolish enough to stand in their way. The dragon crafted this beast to stand above the ranks of the seraphim and lead the flying hosts of Everblight in triumphant assaults. The angelius is a weapon designed to fall upon its prey and obliterate them utterly, like a sword striking from the sky. Its razor-barbed tail impales its victims with a ferocity belying its serpentine grace. Its foe slain, it rises again, making mockery of attempts to halt its escape or prevent its finding another victim to destroy.

Using the Angelius

As a mix of elegance and brutality, the Angelius fits perfectly into the attack plans of the Legion of Everblight. The Angelius can hunt hard targets using its armor piercing strike. Couple this raw power with its high speed and Wings and you have an outstanding assassin that begs to have spells or animi tacked on for added benefit. The Angelius enjoys the proximity of a friendly seraph, utilizing Slipstream for additional movement to set up the perfect kill. Casting Spiny Growth from a Carnivean as a spell before sending the Angelius on its murder run provides substantial longevity, bolstering the Angelius to ARM 19. For added fun, use a Nephilim's Massacre animus to provide an extra attack before spending fury. Vayl's Chiller on the Angelius lowers the DEF of your targets so that you can use fury to buy additional attacks rather than boosting to hit, translating into additional movement thanks to Ravenous.

SPECIAL RULES

Angelius

Blood Creation - The Angelius never targets friendly Legion warlocks with attacks. When the Angelius frenzies, it never selects a friendly Legion warlock to attack.

Eyeless Sight - The Angelius ignores Camouflage, cloud effects, concealment, forests, Invisibility, and Stealth when declaring charges or making attacks.

Ravenous - After destroying an enemy model with a melee attack, the Angelius may move up to 3″.

Serpentine - The Angelius cannot make slam or trample power attacks.

Soulless - A destroyed Angelius never generates a soul token.

Wings - The Angelius ignores movement penalties from rough terrain and obstacles. The Angelius may move through other models if it has enough movement to move completely past the models' bases. The Angelius may charge across rough terrain, over obstacles, or through other models. The Angelius cannot be targeted by free strikes.

Tail Strike

Reach - 2″ melee range.

Thrust (★Attack) - Targets with medium-sized or larger bases have their ARM stats halved when calculating damage from the Thrust attack. Effects that further modify ARM are not reduced. A Thrust attack gains +2 POW against models with small bases.

ANGELIUS CMD 7

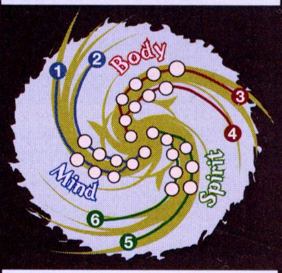
SPD	STR	MAT	RAT	DEF	ARM
7	10	6	5	14	17

HD **FLAME JET**

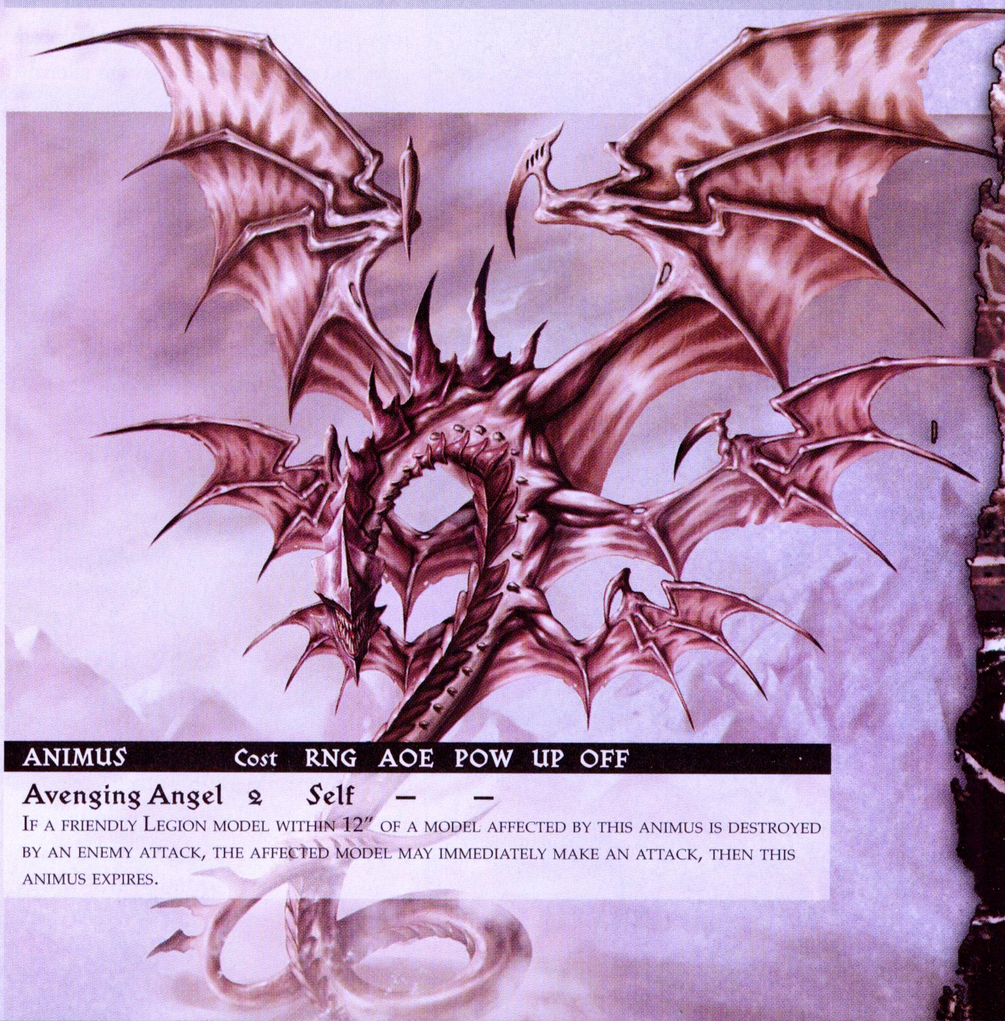
RNG	ROF	AOE	POW
12	1	—	10

– **TAIL STRIKE**

SPECIAL	POW	P+S
Multi	4	14



FURY	4
THRESHOLD	10
FIELD ALLOWANCE	2
VICTORY POINTS	3
POINT COST	129
BASE SIZE	Large



ANIMUS	Cost	RNG	AOE	POW	UP	OFF
Avenging Angel	2	Self	—	—		

If a friendly Legion model within 12″ of a model affected by this animus is destroyed by an enemy attack, the affected model may immediately make an attack, then this animus expires.

Bog Trog Ambushers

Minion Bog Trog Unit

BIG FISH					CMD 8
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	3	12	15

TROG					CMD 6
SPD	STR	MAT	RAT	DEF	ARM
6	6	6	3	12	15

FISH HOOK		
SPECIAL	POW	P+S
Reach	5	11

LEADER & 5 TROOPS	67
UP TO 4 ADDITIONAL TROOPS	76
FIELD ALLOWANCE	1
VICTORY POINTS	2
BASE SIZE	Small

SPECIAL RULES

Minion

The Bog Trog Ambushers will work for any faction.

Big Fish

Leader

Unit

Ambush - Bog Trog Ambushers do not have to be put in play at the start of the game. The Bog Trog Ambushers' controller may put one or more units of Bog Trog Ambushers in play during his Control Phase on any turn. When Bog Trog Ambushers come into play, place them in skirmish formation within 3″ of any table edge except the back of the opponent's deployment zone. Bog Trog Ambushers gain +2 to attack rolls the turn they are put into play.

Amphibian - A Bog Trog Ambusher may voluntarily enter deep water without penalty. A Bog Trog Ambusher may move through deep and shallow water without penalty. While completely within deep water, a Bog Trog Ambusher cannot be targeted by ranged or magic attacks.

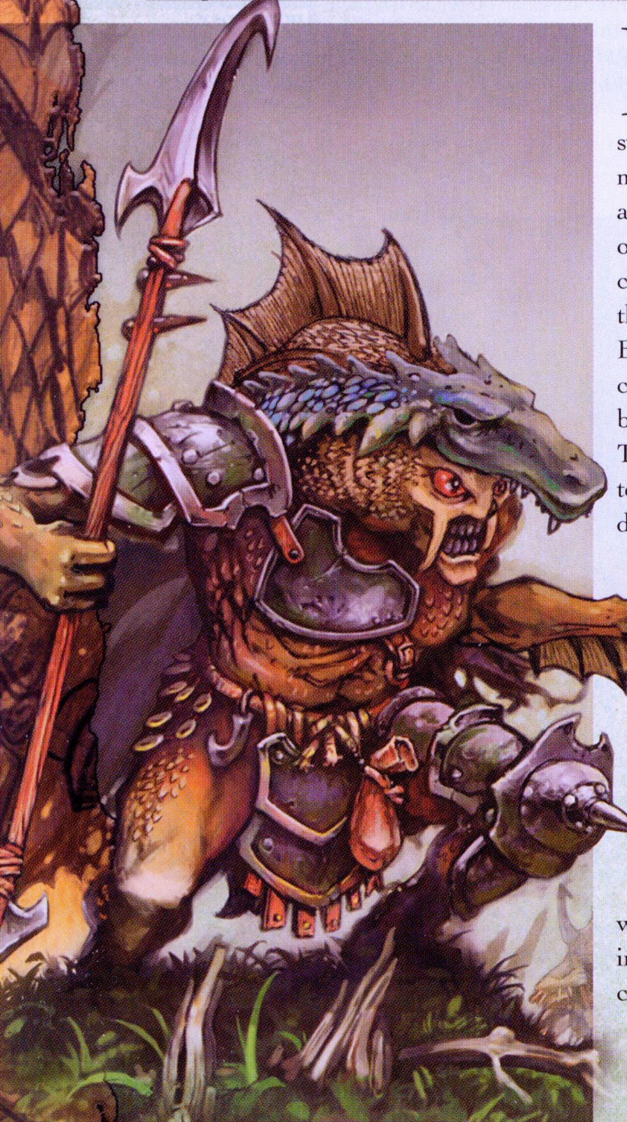
Camouflage - A Bog Trog Ambusher gains an additional +2 DEF when benefiting from concealment or cover.

Combined Melee Attack - Instead of making melee attacks separately, two or more Bog Trog Ambushers in melee range of the same target may combine their attacks. In order to participate in a combined melee attack, a Bog Trog Ambusher must be able to declare a melee attack against the intended target. The Bog Trog Ambusher with the highest MAT in the attacking group makes one melee attack roll for the group and gains +1 to the attack and damage rolls for each Bog Trog Ambusher, including himself, participating in the attack.

Stealth - Attacks against a Bog Trog Ambusher from greater than 5″ away automatically miss. If a Bog Trog Ambusher is greater than 5″ away from an attacker, he does not count as an intervening model.

Fish Hook

Reach - 2″ Melee range.



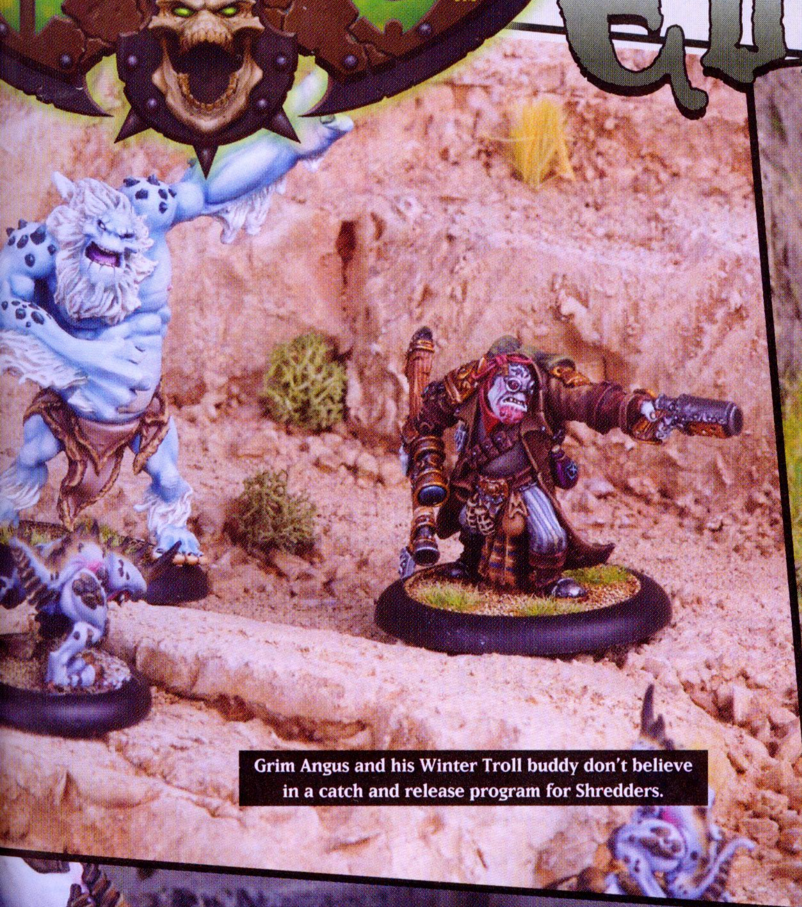
Bog trogs are fiercely territorial, tribal amphibians creatures that thrive in swampy regions. Their favored method of hunting is to swim silently and unseen just below the surface of a stream, river, or shallow ponds, causing not even the least ripple in the water until they spring to attack. Even outside of the water, their skin can dramatically shift its coloration, blending to match their environment. They do not require much prompting to initiate ambushes, taking cruel delight in killing any creatures deemed enemies, plundering bits of metal or weapons from the bodies of the slain.

Using the Bog Trog Ambushers

Bog Trogs represent a unique threat, proving their points worth thanks to their psychological impact on a player, who may clump his army at the center of the table to keep out of their reach. While they strike with greatest impact against models lingering close to a table edge, don't be afraid to deploy them early and move them to flank. If Bog Trogs come from behind, the enemy may have to divide his force to deal with them. Reach weapons provide an excellent threat range, while Combined Melee ensures they can hit and damage even difficult adversaries. While these minions often roam far from your warlock and are unaffected by faction specific spells, effects such as Kruegar's Lightning Tendrils or Hexeris' Death March compliment them nicely. Others, like Grissel's Calamity or Vayl's Chiller affecting an enemy before bog trogs attack, magnifies their impact.

Did you miss out on the preview of new HORDES: *Evolution* warlocks in No Quarter #11? Well, here they are in action!

Evolution



Grim Angus and his Winter Troll buddy don't believe in a catch and release program for Shredders.

Although calm and focused, Morvahna the Autumnblade is a true force to be reckoned with.

Rhyas, Sigil of Everblight decides to see how Pyg Bushwackers like a dose of their own medicine.

Tyrant Xerxis—master of the art of war.

Foundry Forge & Crucible looks at some of the weapons, armor, and miscellaneous items of note found within the Iron Kingdoms. In a land where magic and technology have merged into one, each object has its own unique flavor.

Written by Luke Johnson • Art by Franz Vohwinkel

Foundry, Forge & Crucible
Swag of the Seas

*Pirates and privateers sail the waters off Immoren's west coast to prey upon merchantmen and each other. Their exploits become adventurous tales told around the hearth that inspire some children to take up the cutlass and leave others awake all night shivering in their beds. The tales feature not only the swashbucklers themselves, but also their fabulous treasures and weapons. Among the most infamous of these items are the cutlass of the ancient pirate king Donus Heel, the tattered flag that once flew over the **Black Iron**, and an ancient, cursed ship's wheel.*

This article presents three magic items with a pirate theme. While they all had their start in some dread buccaneer's hands, they have since vanished, and the GMs should include them anywhere they would like to add the feel of the bloodthirsty swashbuckler.

King's Cutlass

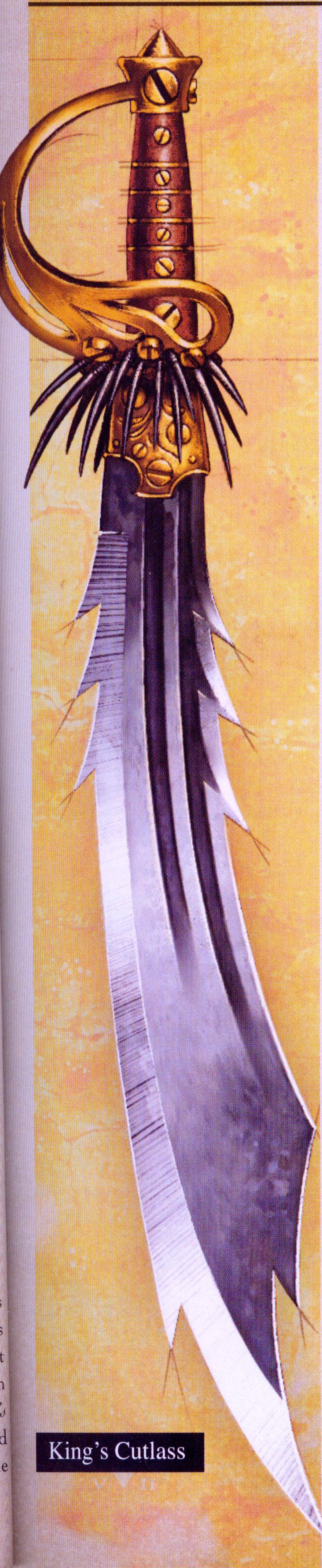
Two hundred years ago, Captain Donus Heel became known as the Pirate King. He controlled a fleet of pirate ships that roamed from the Khardic Sea to the Wailing Sea, and no pirate could sail these waters without paying Heel a hefty tribute. His ability to control such a vast group of such bloodthirsty and rebellious people arose only in part from natural talent; Heel's pirates remained tractable because they knew that his blade virtually assured victory in battle.

The presence of the Pirate King's cutlass inspired his crew and lent luck to his allies. The first tale of the *King's Cutlass* speaks of rival pirates boarding Heel's ship. Heel's men fell one by one and despaired of surviving the battle. However, when Captain Heel emerged from his cabin holding high his barbed cutlass, his men cheered. The tide of battle shifted; a sword flew just swiftly enough to parry an attack, an opponent slipped on a patch of blood and left himself open. Captain Heel and his pirates routed their foes, took their booty, and torched their ship.

After that historic battle, Heel's pirates followed him devotedly. They needed only to see the cutlass to regain their confidence. New recruits learned the tales of the cutlass' mystical luck and quickly experienced it for themselves. In the years that followed, the story spread across the seas.

However, the cutlass's power did not come without a price. Whenever Heel swung it in battle and its blade bit into an opponent, the sword's barbs jabbed downward, spearing into the Captain. The wounds proved more irritating than life threatening, and Heel boasted impressive scars on his right hand and forearm. However, when the cutlass struck a particularly telling blow, the price went higher. Blood leaked from Heel's ears and he reeled backward, even as his opponent gurgled his last. Heel recovered from these episodes, but it always took several days before he returned to full capacity.

This curse proved Heel's undoing. Twenty years into his career, a small satyxis raiding flee attacked Heel's ship. His me fought valiantly, and with the *King' Cutlass* to bolster them they pushe these brigands back and gained th



King's Cutlass

upper hand even though the raiders outnumbered them three to one.

The leader was a powerful satyxis with a frightful barbed whip that seemed to move of its own accord. Heel engaged her, and the two dueled for long minutes. The raider's whip and Heel's own sword bit into him, but he gave as good as he got. Finally, he slashed the satyxis across the throat, finishing her. Blood exploded out of the back of his head. Heel collapsed to the ground. The *King's Cutlass* had exacted its final price from him.

One of the raiders snatched up the blade, and the satyxis butchered Heel's men. Their blood spread in the water over 150 years ago, but rumors say the *King's Cutlass* remains still in their hands.

Powers

The *King's Cutlass* is a *+2 vicious scimitar.* When the weapon scores a critical hit, it deals an extra 2d6 points of damage, but the wielder takes 1d4 points of Constitution damage as well. The wielder and all allies within 30 feet gain a +2 luck bonus on attack rolls, a +1 luck bonus to AC, and +2 morale bonus on saves against fear effects.

Moderate enchantment [compulsion, mind-affecting] and necromancy; CL 7th; Price 117,315.

Toothless Roger

Up until a year ago, the pirate ship *Black Iron* was one of the most notorious on the Meredius. Over the past two decades, the *Black Iron*'s captaincy changed numerous times, but the deadliness of the ship and its crew never wavered. The ship would emerge ghostlike from the fog and open up with a barrage of cannon fire. Even if the surprised victim survived intact, it would soon surrender after recognizing the *Black Iron*'s distinctive flag: *Toothless Roger*, a traditional skull-and-crossbones save that the skull was clearly missing its teeth. The flag must have had some enchantment upon it, for it seemed to radiate darkness and fear. Soon, sailors attributed the *Black Iron*'s success to this magic flag rather than its captain or crew.

The ship's twenty-year career seemed to confirm these rumors, for though the *Black Iron* almost always surprised its opponents and inspired supernatural fear in its victims, it was far from invincible. It changed hands numerous times, and its crew and captain rarely lasted for more than a year. The flag even moved to different ships over the years, though in each case the new ship was rechristened the *Black Iron* to capitalize on the reputation.

One year ago, the privateer Joanna Bladewave trapped the *Black Iron* by baiting it into an ambush. Fed up with the reputation of the ship and its flag, Joanna torched the *Black Iron* and took *Toothless Roger* as a war prize. She hung it on her wall.

Joanna acted foolishly, for *Toothless Roger* proved a tempting a target for the pirates who had spent their careers in fear and awe of it. A few months after Joanna's victory over the *Black Iron*, a nameless assailant followed her to her room, overcame her guards, and slew her.

A week later, a grizzled old man appeared on the streets of Five Fingers, wearing a cloak made from a tattered pirate flag. The crazed man claimed that he had captained the *Black Iron* a decade ago, and that he had recovered his prize from the woman who stole it. While undoubtedly insane, all the scum in Five Fingers recognized the distinctive flag the man wore: *Toothless Roger*.

Of course, the madman did not last long, and no one knows what became of *Toothless Roger*. Tales say that, though tattered and ravaged, its power remains as potent as ever.

Powers

Toothless Roger is now a cloak. Those who wear it gain many of the powers it once provided the various ships on which it flew.

The wearer gains a +10 competence bonus on Hide checks and a +5 competence bonus on Move Silently checks. Once per day, the wearer can extend the cloak's bonus on Hide and Move Silently checks to apply to allied individuals within 100 feet. This effect lasts for 10 rounds (1 minute).

The wearer can cast *obscuring mist* once per day; the mist has a radius of 100 feet rather than 20 feet.

The wearer can activate *Toothless Roger*'s fearsome aspect once per day. Doing so inspires fear in all those who see it. Living creatures that can see *Toothless Roger* must make Will saves (DC 14) or be frightened for 10 rounds. Those who succeed are instead shaken for 1 round. *Toothless Roger* maintains this mien for 10 rounds (1 minute). This ability is a mind-affecting fear effect.

Note that *Toothless Roger* is infamous in certain circles, and its reputation might bring unwelcome attention to its wearer.

Moderate necromancy; CL 7th; Price 25,820; Weight 3 lb.

Meredius' Revenge

The *Atramentous* is perhaps the most infamous ship on the Meredius. Crewed by revenants in Lord Toruk's service, dragon fire licks the ship's hull and the sea boils in its wake. Sailors do not know how long the Atrementous has haunted Meredius, but some tell tales.

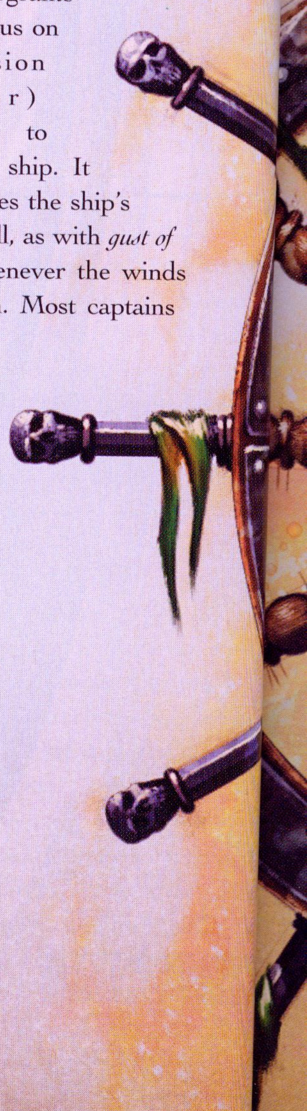
Before the *Atramentous* was a ship of the dead, when it was a ship of wood and the pirates upon it still lived and breathed, it served as the flagship of Threnodax, a pirate king of the Scharde Isles, and its sailors raided and slaughtered in his name. Their victims included the Khardic merchant ship *Meredius' Pride*. Captain Edvard Trommir recognized he was outmatched the moment the great dirgenmast ship came alongside his beloved vessel. Trommir, nearly defenseless, surrendered immediately, but the *Atramentous'* crew attacked regardless.

The reavers leapt aboard. Captain Trommir took a cutlass in the stomach. As he sat, slumped against the steering wheel post and dying, watching his crew fall to butchery, Trommir uttered a curse against the *Atramentous*: the evil crew may have defeated him, but he vowed that someday the pirates would encounter a foe too mighty for them, and they would suffer for all their ravages. Trommir bled out his last slumped against the steering wheel of his ship. *Meredius' Pride* sank to the bottom of the ocean, but in time, the wheel upon which its captain had died broke free. It survived heedless of the centuries and perhaps impelled by Trommir's lingering curse.

Centuries later, the Ordic privateer *Scimitar* discovered a piece of flotsam. The crew admired the ancient ship's wheel and brought it on board. Captain Gerard Malvio thought it a fine prize. He replaced his own wheel with it, and was surprised when, though the winds were calm, his sails filled and the *Scimitar* leapt across the water. He did not discover until too late that the "prize" steered him to his death. The wheel, now known to superstitious sailors as the *Meredius' Revenge*, continues to surface near merchant lanes and at small port towns, enticing ignorant ship captains to take it on board and catching them in its ancient curse.

Powers

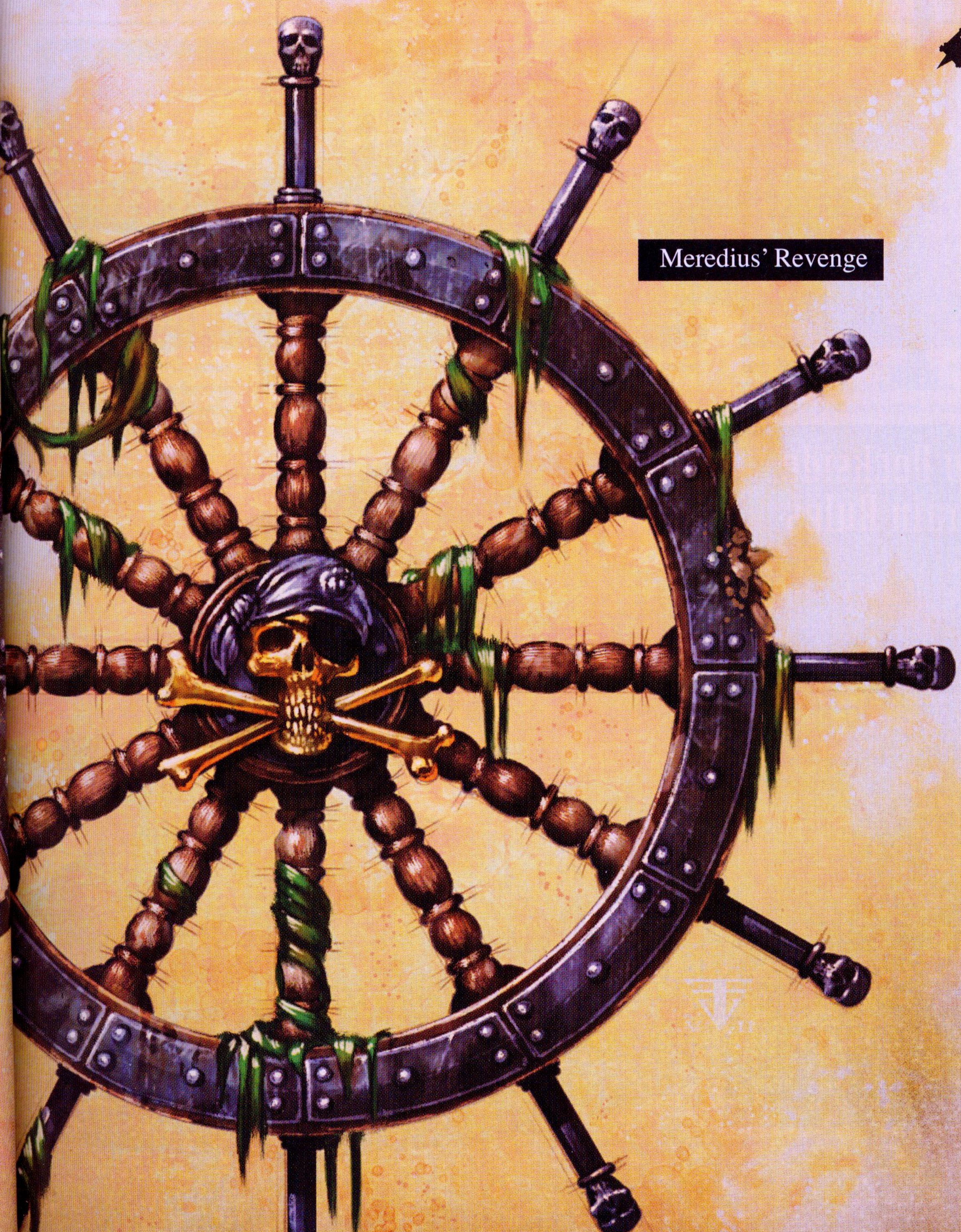
The *Meredius' Revenge* has no powers until attached to a ship with a sail (or sails). When attached to such a ship, the wheel grants a +4 bonus on Profession (sailor) checks to pilot the ship. It also causes the ship's sails to fill, as with *gust of wind*, whenever the winds die down. Most captains



are at first ecstatic at this, until they realize with a Profession (sailor) check (DC 15) or Survival check (DC 20) that the ship has changed course; the wheel is *leading* them somewhere.

With the wheel attached, the ship seeks out the closest revenants, perhaps attempting to fulfill Captain Edvard Trommir's dying wish of defeating the *Atramentous*. The ship and its crew are compelled to hunt them down, as if affected by a *geas/quest* cast by a 16th level cleric. Fortunately, the wheel also provides everyone on the ship with a +2 deflection bonus to AC against attacks from undead. More importantly, revenants within 200 feet of the *Meredius' Revenge* are unable to transform into soulform, and must wait until the Merdius' Revenge moves 200 feet or more away. This protection has not sufficed to prevent the revenants from destroying each ship that has borne the wheel, sending it once again to float upon blood-soaked waters.

Moderate abjuration [good] and evocation [air]; CL 7th; Price 15,600; Weight 50 lb.



Meredius' Revenge

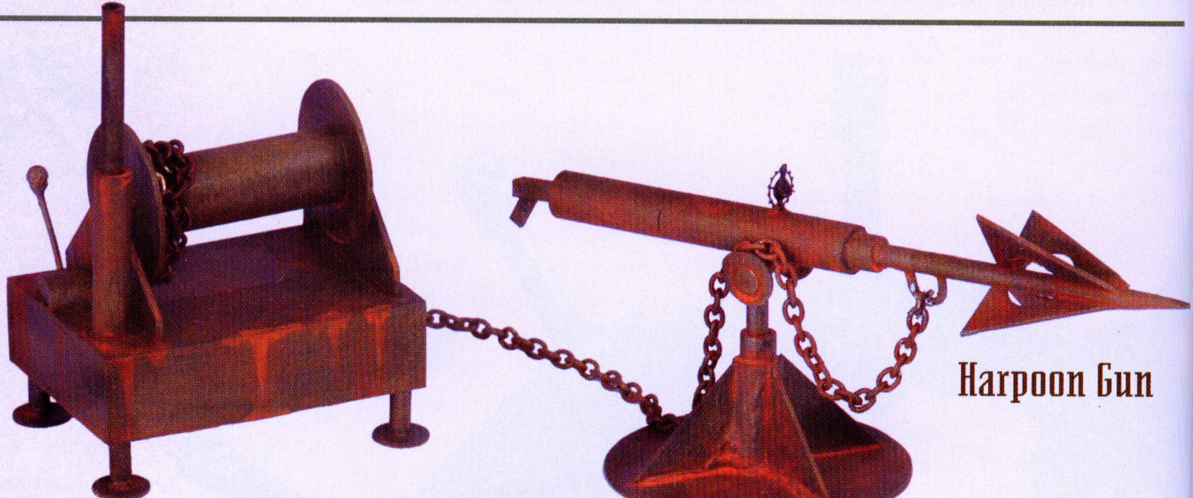
LOW TIDE at the DOCKSIDE

part 2

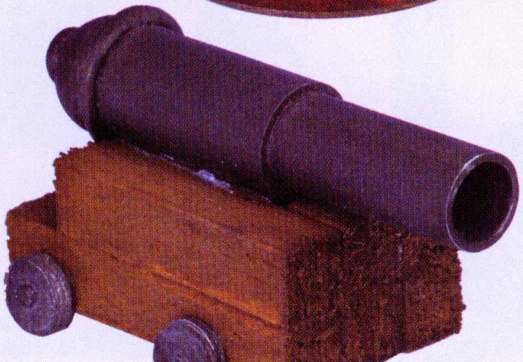
More wharf for your war.

Last issue, Alfonso demonstrated a step-by-step method for creating your own dockside terrain, complete with steam cranes and a drawbridge. This issue, he has even more goodies to populate your piers. In this article, Alfonso shows you how to make cannons, a harpoon gun, and even the bow of a sunken ship!

By ***Alfonso "The Traitor" Falco*** *and* ***Christopher Bodan***

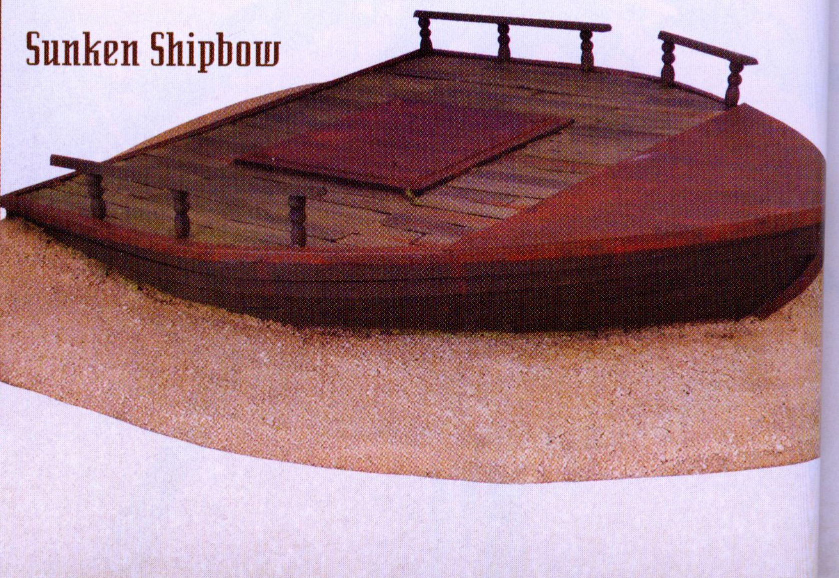


Harpoon Gun



Cannon

Sunken Shipbow



New Dockside Terrain Rules

Cannons

A warrior model controls a cannon if it ends its normal movement within 1" of the cannon. Only one model may control a cannon.

A model in control of the cannon may make a special attack to fire the cannon. This is a RNG 10, ROF 1, POW 14, AOE - ranged attack.

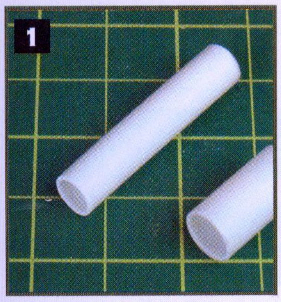
Harpoon Gun

A warrior model controls a harpoon gun if it ends its normal movement within 1" of the harpoon gun. Only one model may control a harpoon gun.

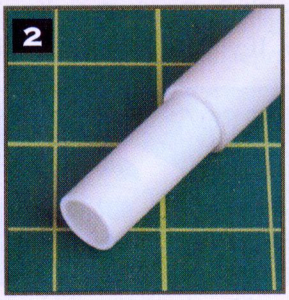
A model in control of the harpoon gun may make a special attack to fire the harpoon gun. This is a RNG 12, ROF 1, POW 12, AOE - ranged attack.

If the harpoon gun damages a model with a small- or medium-sized base, the model is moved d6" directly towards the harpoon gun, stopping short only if it contacts another model, an obstacle, or an obstruction. During this movement the model cannot be targeted by free strikes.

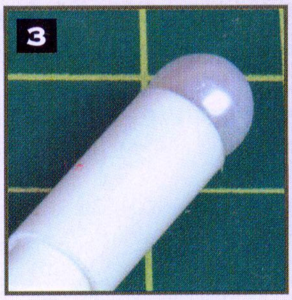
Making a Cannon



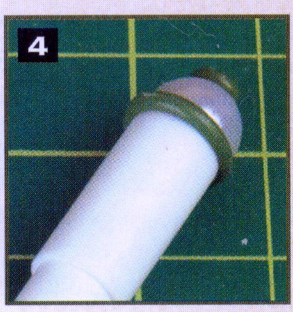
Step 1) Cut a ¾″ long section of 3/8″ wide tube and a 1½″ long section of 5/16″ wide tube. I used tubing from Evergreen™ scale models, readily available at good hobby and train stores.



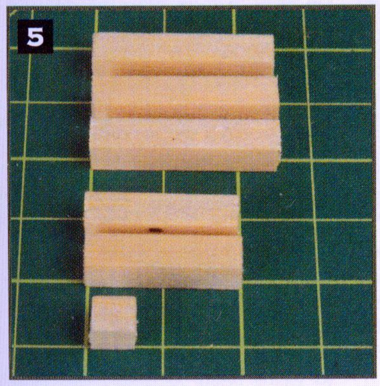
Step 2) Glue your tubes together using plastic solvent.



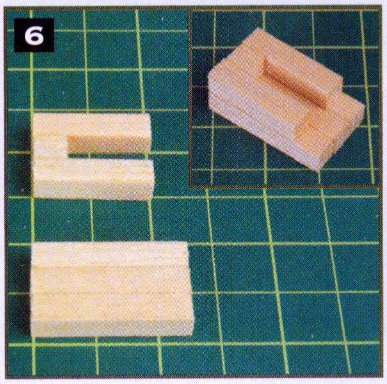
Step 3) Glue a plastic bead to the bottom of the cannon. You can find inexpensive plastic beads at arts & craft stores.



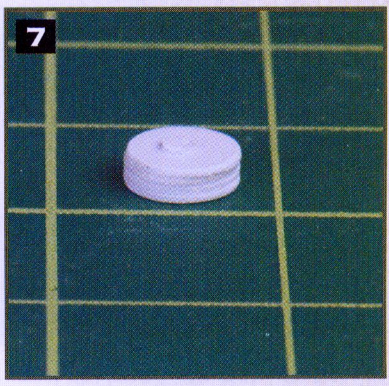
Step 4) Roll up some modeling putty in a long, skinny sausage and wrap it around the seam between the tube and the bead. You will also need a small ball of putty to plug the hole on the bead.



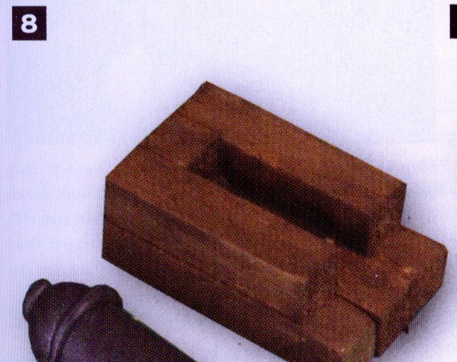
Step 5) Next, we'll make the cannon's carriage. I made the carriage out of a stock ¼″ x ¼″ square of balsa wood. You will need three 1 ¼″, two 1″, and one ¼″ lengths of balsa wood.



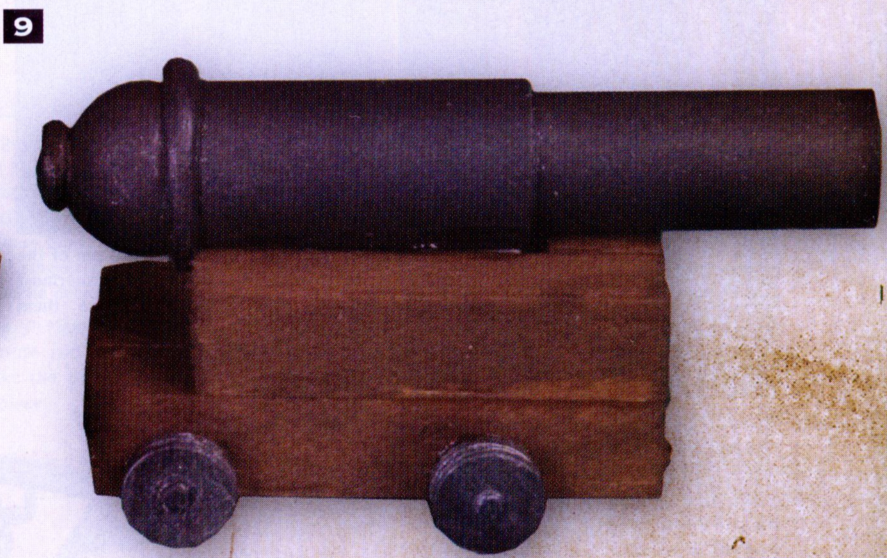
Step 6) Glue them together as shown using white glue.



Step 7) To make the wheels, punch out four ¼″ diameter chads from sheet styrene. Glue them on top of each other. Punch out a single 1/16″ chad and glue it on one side.



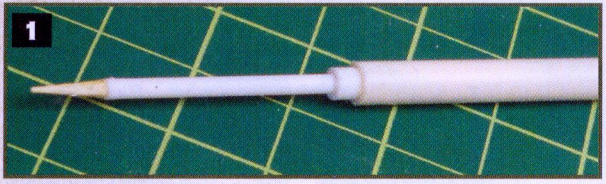
Step 8) Paint the carriage using Bloodtracker Brown. Next, paint the cannon and wheels with Thamar Black, then drybrush with Cold Steel.



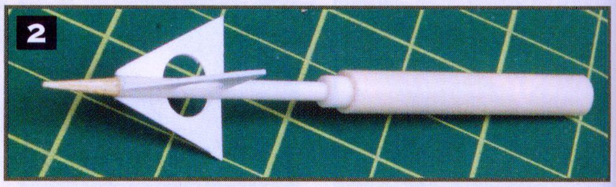
Step 9) Assemble everything with superglue. Now you're ready to blow something up!

Making a Harpoon Gun

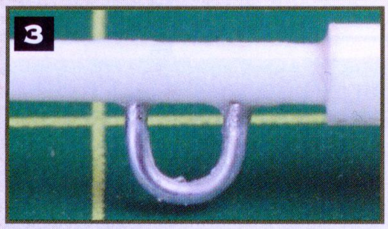
The simple version is to buy the harpoon arm from the Black Ogrun Boarding Party from the online store and mount it on top of the harpoon mount shown below. If you're going to do this, skip to step 6; otherwise, read on.



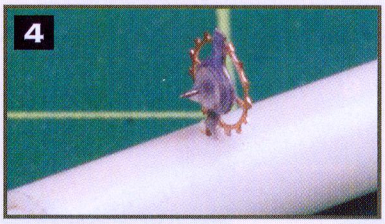
Step 1) Find three slender tubes that fit inside each other like a telescope. Make sure that the slimmest is about 3″ long, the middle tube is 1 ¾″ long, and the thickest is 1 ½″ long. To make the point of the harpoon, take the tip of a bamboo skewer and glue it on with Zap-A-Gap®. Use plastic solvent on the styrene tubes.



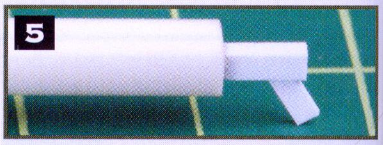
Step 2) To make the "fins" of the harpoon, cut a pieces of scrap styrene into a 5/8″ x ½″ square. Next, cut the square from one corner to another. Use a hole punch to create a hemisphere hole in the middle of what are now triangles. Once complete, glue the fins in an X-pattern onto the spear.



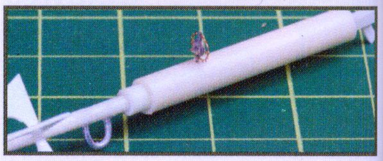
Step 3) Next, make the loop where the harpoon's chain attaches. Bend a paperclip out and snip off the smallest end with a pair of wire cutters. Match up the size of the loop with an appropriately sized drill bit and carefully drill holes in the bottom of the spear. Don't drill too hard or fast or you'll ruin the spear and have to start over again. Glue the loop into place using Zap-O-Gap®.



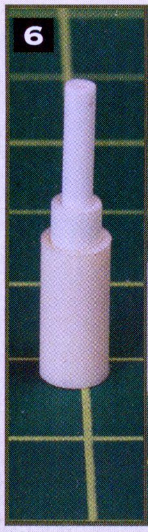
Step 4) To make the harpoon's sight, I raided my spare parts box and found the second hand and a cog from an old watch. You may find something else that works just as well. Glue the watch hand to the back of the cog so they form a single piece. Drill a tiny hole on top and in the middle of the harpoon gun. Carefully glue the sight into place, making sure you don't use too much glue.

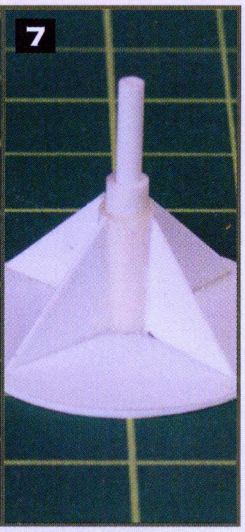


Step 5) The harpoon gun's handle is simply two pieces of scrap styrene rod. Cut one at an angle to make the grip. Glue these pieces together first before gluing them to the back of the harpoon gun.



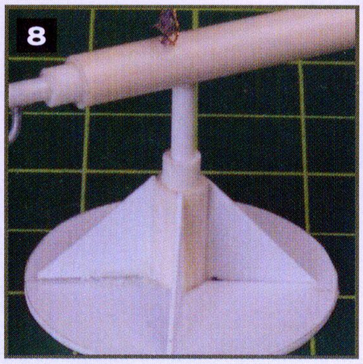
The harpoon gun portion is now complete.



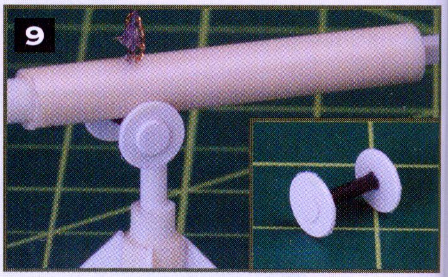


Step 6) The harpoon gun needs a stand to rest on. You'll need three more telescoping tubes. The thickest outer section is ½″ long, the middle section is 5/8″ long, and the innermost tube is 1″ long. Glue them together as shown.

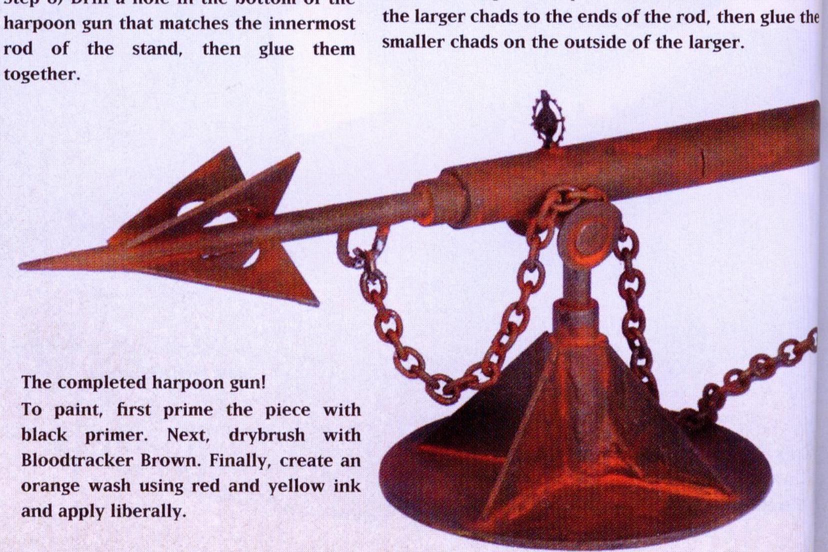
Step 7) To make the harpoon gun support brackets, cut out two 1/2″ squares out of styrene, then cut each one in half at a diagonal. Use plastic solvent cement to apply the triangles to the base of the stand in an X-pattern. Next, cut out a 1 5/6″ diameter circle and glue the stand to it with solvent and Zap-A-Gap®.



Step 8) Drill a hole in the bottom of the harpoon gun that matches the innermost rod of the stand, then glue them together.



Step 9) To replicate the chain spool, cut out a ¼″ long section of 1/16″ thick rod. Then, using a hole punch or scissors, cut two ¼″ diameter chads and two 1/8″ chads out of plastic styrene or thin cardboard. Glue the larger chads to the ends of the rod, then glue the smaller chads on the outside of the larger.

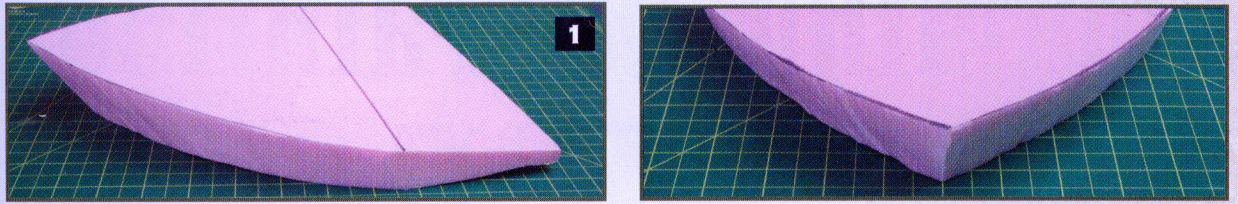


The completed harpoon gun!

To paint, first prime the piece with black primer. Next, drybrush with Bloodtracker Brown. Finally, create an orange wash using red and yellow ink and apply liberally.

Making a Sunken Ship Bow

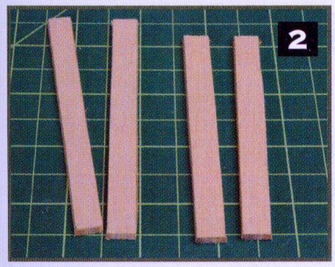
While making an entire ship is a daunting task, recreating the bow of a beached and sunken ship sticking out of the sand and muck is relatively easy. This piece of terrain can represent some sunken pirate ship, full of booty to plunder.



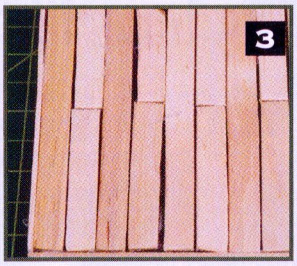
Step 1) The base hull of the ship is crafted from a single piece of foam. I used a handheld foam cutter to get the effects shown here.

Don't fret if you have any small mishaps. The sticks and balsa wood covering the entire surface will hide any mistakes. If you make a large mistake, you can fix it with coarse sand paper and a sanding block—remember, this is a wrecked hulk, so it can look as beat up as you want!

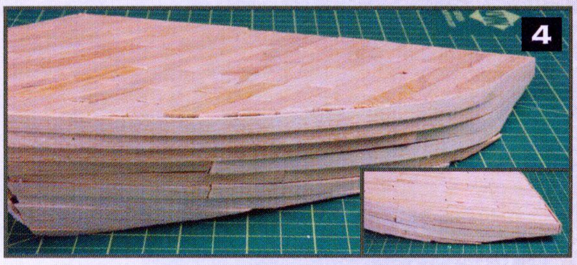
Alfonso Says: The techniques described here are the same that I used to make the ships shown in Superiority. For those ships, I stacked several layers of foam and foamcore to make the captain's quarters and the additional levels of the pirate ship.



Step 2) The ship decking is made out of craft sticks. You could use balsa wood for the entire ship, but it's neither necessary nor cheap. Save the balsa wood for the side of the ship. Prepare numerous lengths of these sticks by cutting off the ends of each one.

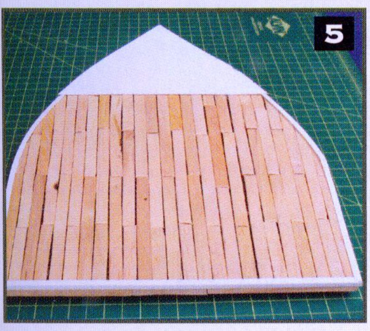


Step 3) Paint your foam black using a brush-on paint, as spray paint will melt and pit the foam. This step hides any mistakes (and pink foam) beneath the ship's decking.

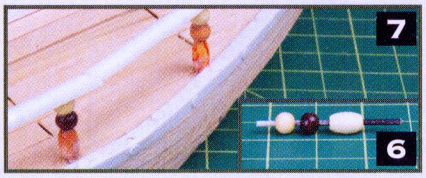


Step 4) Apply all your hobby sticks to the deck using a hot glue gun. Start from the back of the ship and work your way up. Be sure to stagger the size of the initial round of craft sticks to make it look like planking.

Alfonso Says: When gluing the balsa wood to the side of the ship, start at the front and work your way down.



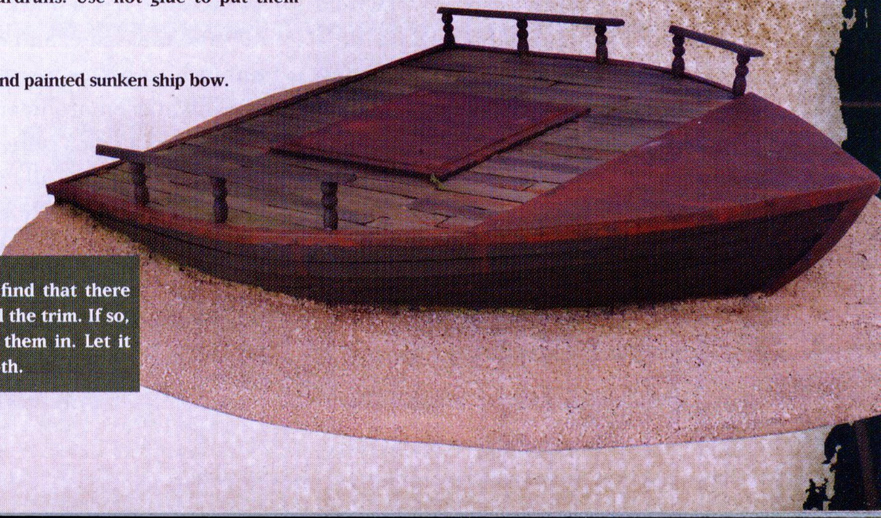
Step 5) To make the metal plate at the front of the ship, flip the ship over on a styrene sheet, trace it out, and then cut it to shape. Attach with a hot glue gun. Next, cover the seams of the prow using a length of 90 degree angle styrene. Measure from the tip to the bottom of the boat, cut, and put into place with a hot glue gun. The heat of the glue helps bend it to the curve of the boat, but you'll have to hold it in place for a minute to get it to set.



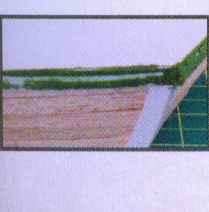
Step 6) Next, it's time to make the posts for the guardrails. For this, find between 15 and 20 inexpensive craft beads. Use a length of 1/16" thick rod and push it inside anywhere from two to four beads per rail that you want to make. Drill staggered holes and glue them into place onto the deck.

Step 7) Measure out several lengths of round styrene rod across the tops of the posts to make the guardrails. Use hot glue to put them in place.

Step 8) Make a hatch for the front of the ship. Cut out two rectangles of 4" x 3 ½" styrene sheeting and glue side-by-side in the center of the decking. Then, line the perimeter with strips of 1/8" wide styrene. Use a hole punch or scissors to cut out several styrene chads of ¼", 1/8", and 1/16" diameter to make rivets. Apply these liberally on the hatch and styrene rods.



Finished and painted sunken ship bow.



Alfonso Says: You may find that there are gaps between the bow plate and the trim. If so, use Squadron™ Green Putty to fill them in. Let it cure for an hour, then sand it smooth.

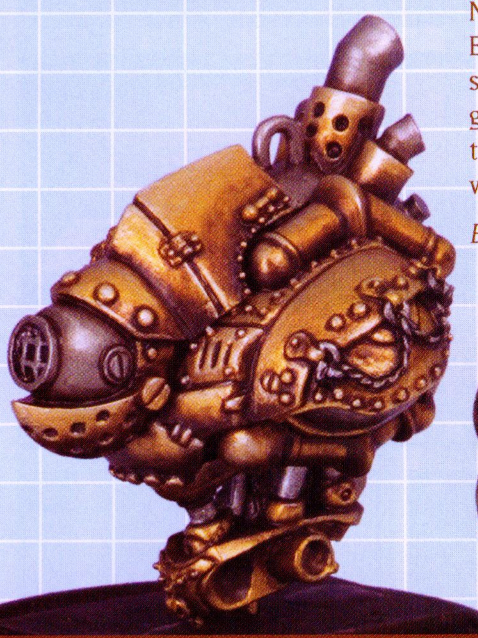
Modeling and Painting

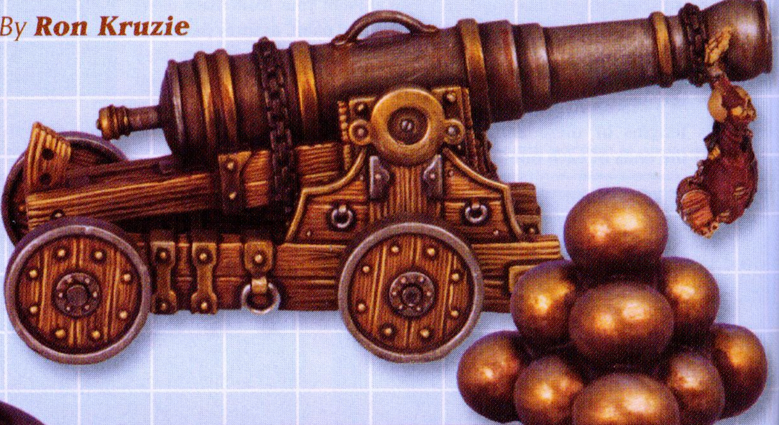
Solid. Brass. Balls.

Painting Brass the Iron Kingdoms Way

Metallics can be some of the most difficult paints to get right. Even with the special formulation of the P3 paint line, these can still be tricky colors to use to best effect. The look of metals can greatly enhance the impact of a great paint job, so Ron Kruzie in the Privateer Press studio put together this simple guide to several ways of getting brass just right.

By ***Ron Kruzie***



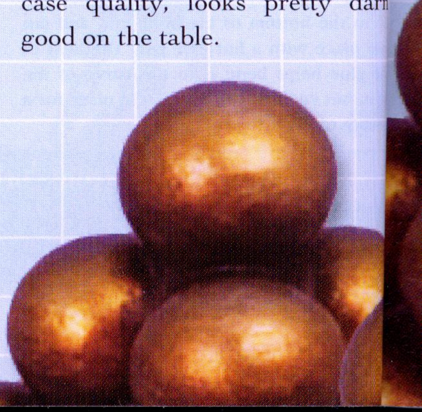


What You'll Need:

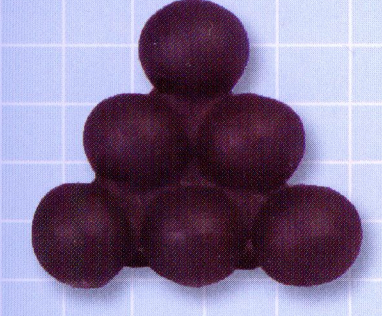
To paint metal on the models shown here, you'll need the following P3 Paints:

Brass Balls	▨	Blood Tracker	▨
Armor Wash	▨	Quick Silver	▨
Umbral Umber	▨		

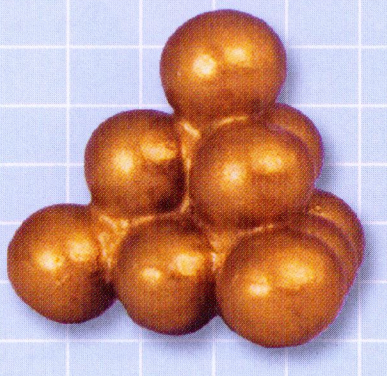
Nothing informs your work like knowing your subject, so a little research now can greatly enhance your painting later. Brass is an alloy of (primarily) copper and zinc (usually about 5% – 45%) and a few other trace elements. The amount of these metals gives brass its color. Zinc has a silver color, so brass alloys with more zinc have a hue that is more sliver and less copper. This results in a metal called naval brass, which has 40% or more zinc, and at least 1% tin, in it to better resist corrosion in saltwater environments. It also resulted in a color rather different than what we typically think of as 'brass'. Brass actually comes in a wide variety of alloys, so painters have some rather generous leeway in their choice of highlights when painting it. Ron shows you methods of painting both common and naval brass, along with a quick and dirty technique for tarnished metals that, while it's not display case quality, looks pretty darn good on the table.



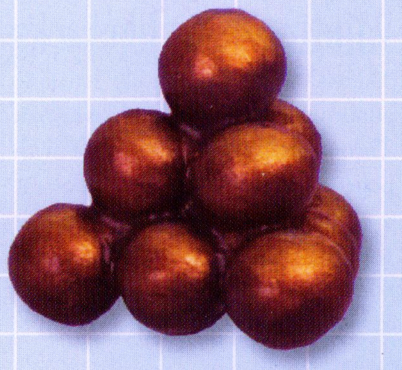
Painting Brass



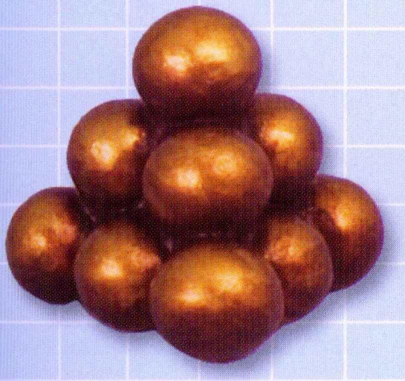
Step 1) Undercoat the model with black primer. This provides a solid, matte base to build on.



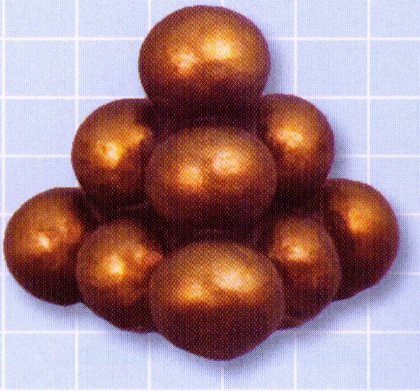
Step 2) Base coat with Brass Balls.



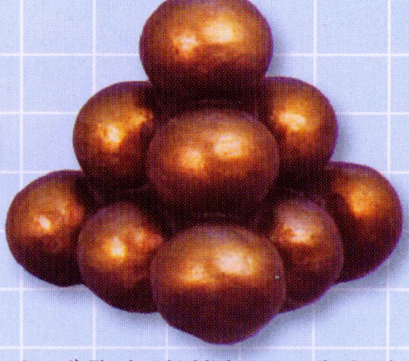
Step 3) Mix Armor Wash, Umbral Umber, and a touch of Bloodtracker Brown to create a rich, deep tarnish. This ages the metal by making it look used and gives you a base to build up highlights from. As such, make sure you blend this into the shadows on the miniature.



Step 4) For naval brass, after the tarnish layer, use straight (but thinned) Brass Balls to give the mini the proper base color. Don't slap this on. Blend it onto balls and, if you need to, retake some of that tarnish so that you retain the richness and depth while still getting the brass hue.



Step 5) This highlight consists of half Brass Balls and half Quick Silver mixed together. Remember to keep it simple. It's easy to slip and end up with sloppy color splashes at this stage, so keep your paint thinned with water.



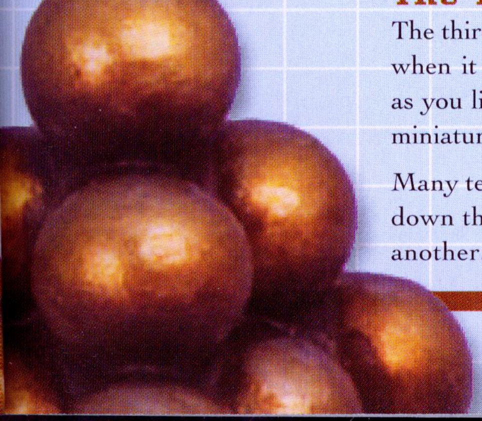
Step 6) The last highlight is straight Quick Silver. This is what brass with a high percentage of zinc in it would look like, which makes it ideal for use with the Privateers.

CAUTION: Wet Paint!

For the love of all things shiny, let the paint dry before applying the next layer! Keeping a hair dryer in your holster can really speed up this process.

Watered Colors

When using metal paints, as with all paints, make sure you thin it down with a bit of water. If you use the metal straight out of the pot, you will not have any detail left after you cover the mini with all the required coats of paint.



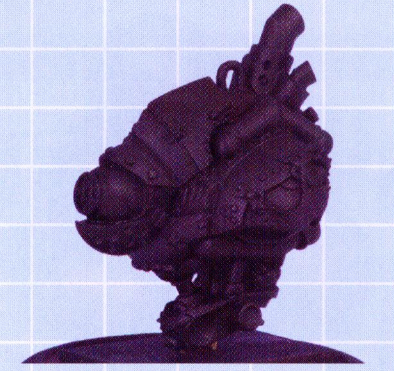
The Tarnish

The third step's tarnish mixture shown above creates the color brass acquires when it starts to corrode. In this step, you can tarnish as much or as little as you like, depending on how old and corroded you want to make the final miniature.

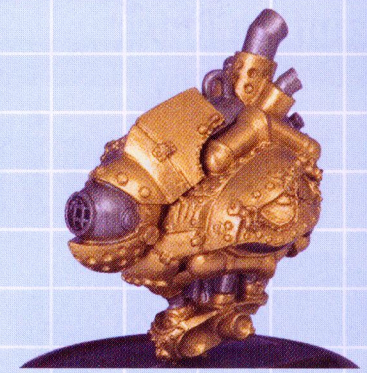
Many techniques exist to blend paint, but a good method involves thinning down the mixture with water and putting down many layers on top of one another. This may require as many as a dozen layers.

Painting Brass Warjacks

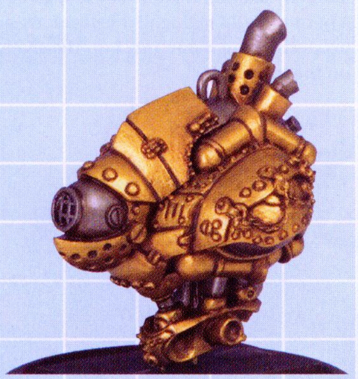
There's something really striking about an unashamedly metal warjack. Throwing down a few 'jacks with polished brass armor can make for a stunning and unusual force. The techniques for painting large areas with brass aren't too different than for painting the smaller sections.



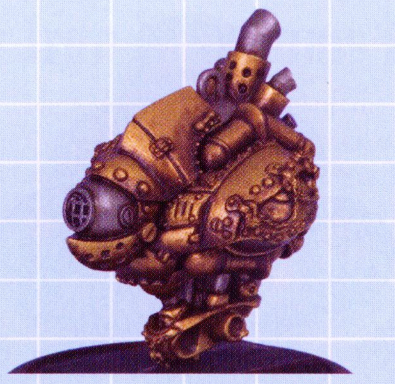
Step 1) Prime the model black. White undercoats can make the metal too bright when painted over large areas of a model.



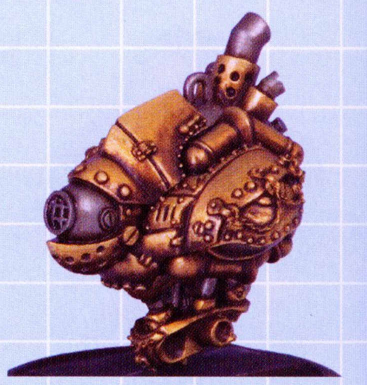
Step 2) Base coat the brass areas in Brass Balls and the others in Pig Iron. This part is easy—just keep the edges between the colors clean.



Step 3) Fill in the crevasses and areas around detail with a hard line of the tarnish mixture (described previously). Try and keep these lines tight, but don't sweat it if they extend a bit into the unshaded sections. Just keep the raised areas and details clean.



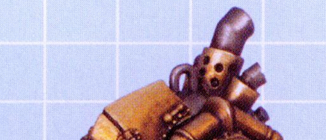
Step 4) Blend the tarnish into the brass and silver. (This is why it didn't matter if you got a bit sloppy in the last step). Don't go nuts here, but feel free to make the shadows as broad and as deep as you like, depending on the amount of corrosion you want to have on your miniature.



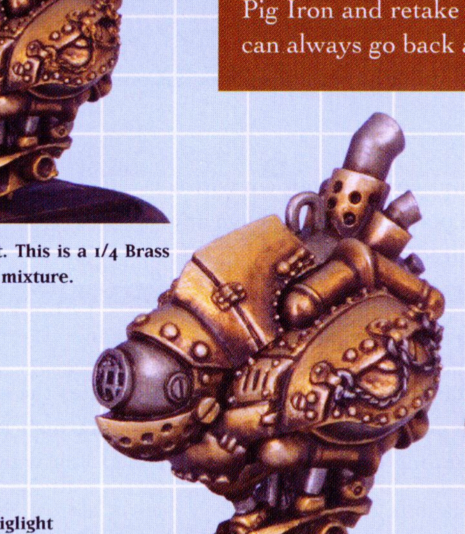
Step 5) First highlight. This mix uses 1/2 Brass Balls and 1/2 Quick Silver.

Clean-Up On Aisle 5

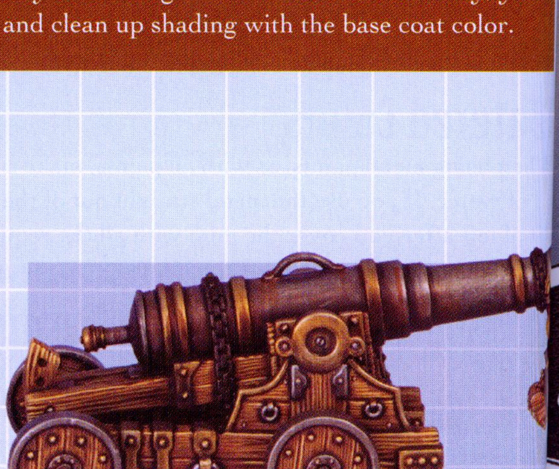
After you put the tarnish mixture down, go back with Brass Balls or Pig Iron and retake any area that got over shadowed. Basically, you can always go back and clean up shading with the base coat color.



Step 6) Second highlight. This is a 1/4 Brass Balls to 3/4 Quick Silver mixture.



Step 7) Final highlight. Higlight with pure Quick Silver along the sharp edges.



The brass on this Commodore Cannon was painted with the same techniques as the warjack above.

NO QUARTER 12

BRASS BALLS CHALLENGE

So you think you can paint like you have a pair, do you?

But do you have...

Brass Balls?

Specifically the Formula P3 Brass Balls paint from Privateer Press!We challenge you to whip out your Brass Balls and show us what you can do.

The Privateer Press Brass Balls Challenge

Pick any warjack and paint it using *only* metallic colors from the Formula P3 line. You can use washes and inks for shading, but show us those pretty metal colors! Extra credit goes for judicious (and artistic) use of Formula P3's Brass Balls.

Take a digital photo of your 'jack and submit it to:

www.privateerpress.com/noquarter/challenge

You could win a one year subscription to No Quarter Magazine and the adorations of thousands as we publish your work of art! Heck, we'll even throw in something cool we found on the desk of the Privateer Press studio (man, is it ever messy in there! I'm sure they won't miss it. Whatever *it* is...)

How NOT to WIN this contest

ULA
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Brass Balls
1/2 oz (18mL)

PAINT SETS

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New HORDES Paint Sets Coming this June!

Trollblood Colors Paint Set

The Formula P3 Trollblood set includes key colors for painting Trollblood miniatures. Trollblood Base and Trollblood Highlight combine to form the main colors of Trollblood skin tone, and Underbelly Blue and Midlund Flesh round out the mix.

PIP 93083 Trollblood Colors (6 18ml pots) $17.99

Circle Orboros Colors Paint Set

The Formula P3 Circle set includes key colors for painting Circle Orboros miniatures. Umbral Umber and Bloodtracker Brown mix to create a wide range of browns, while Gnarls Green and Iosan Green can handle the variety of greens featured on Circle miniatures.

PIP 93084 Circle Orboros Colors (6 18ml pots) $17.99

Legion of Everblight Colors Paint Set

The Formula P3 Legion set includes key colors for painting Legion of Everblight miniatures. Use Coal Black as a highlight for Thamar Black on the armor plates of Legion beasts, and achieve the cold skin tone of the Nyss with Frostbite.

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The Formula P3 Skorne set includes key colors for painting Skorne miniatures. Greatcoat Grey is an excellent skin tone for titans and Skorne Red provdes a cohesive look across your collection. Solid Gold and Quick Silver offer striking metallics to balance out the set.

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PAINT LIST

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🟧	**Khador Red Highlight**	PIP 93022	$3.00
🟧	**Ember Orange**	PIP 93023	$3.00
🟧	**Heartfire**	PIP 93024	$3.00
🟨	**Cygnus Yellow**	PIP 93025	$3.00
🟨	**Sulfuric Yellow**	PIP 93026	$3.00
🟫	**Thrownwood Green**	PIP 93033	$3.00
🟩	**Gnarls Green**	PIP 93034	$3.00
🟩	**Iosan Green**	PIP 93035	$3.00
🟫	**Ordic Olive**	PIP 93036	$3.00
🟫	**Traitor Green**	PIP 93037	$3.00
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Thamar Black
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Morrow White
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Flesh Wash

PIP 93011 $3.50
Armor Wash

Pig Iron
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PIP 93016 $3.50
Brown Ink

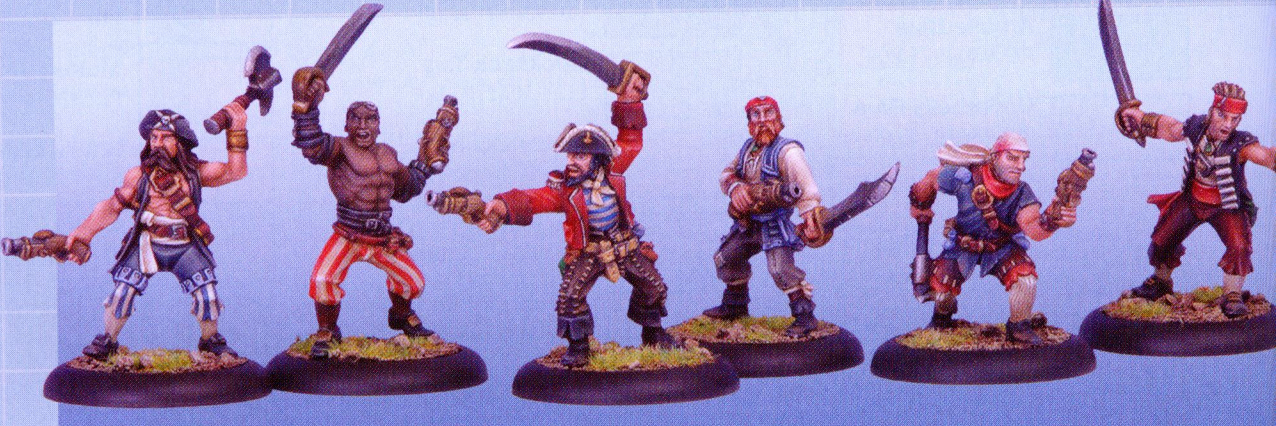
PIP 93017 $3.50
Turquoise Ink

Modeling and Painting Extra!

Tips for Painting Sea Dogs

With the release of the Privateers, there is suddenly an opportunity to make an army that is truly unique and motley in appearance. Guest Painter Quentin Smith shows us tips and tricks for just one way to paint a Sea Dog. Take this advice and run with it, giving each Sea Dog in your army his own distinctive flair.

*By **Quentin Smith, Guest Painter***



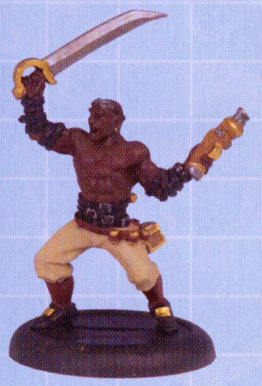
Although clad in different styles and colors, this particular band of Sea Dogs have the same stripe theme throughout.

What You'll Need:

To paint the model shown here, you'll need the following P3 Paints:

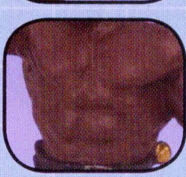
- Bastion Grey
- Battlefield Brown
- Bloodstone
- Boostrap Leather
- Brass Balls
- Coal Black
- Cold Steel
- Exile Blue
- Gun Corps Brown
- Hammerfall Khaki
- Khardic Flesh
- Menoth White
- Morrow White
- Rucksak Tan
- Sanguine Base
- Skorne Red
- Thamar Black
- Umbral Umber

Base Coat



Steel and Iron Parts

Cover with Pig Iron



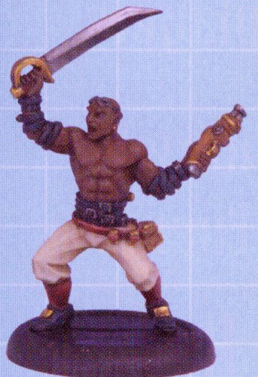
Skin

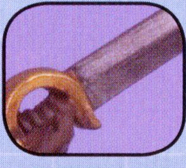
Cover with a mix of Umbral Umber and a dot of Skorne Red (4:1 ratio)

Pants

Cover with Hammerfall Khaki

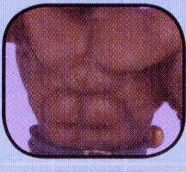
Shading





Steel and Iron Parts

Shade with a wash of Exile Blue and Thamar Black (2:1 ratio)



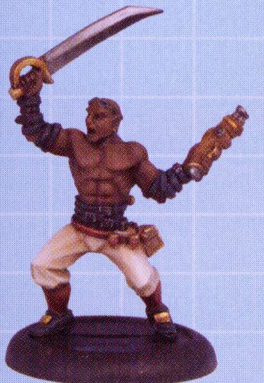
Skin

Shade with a mix of the base skin coat and a dot of Thamar Black

Pants

Shade with a wash of Gun Corps Brown and Bastion Grey (2:1 ratio)

Highlighting



Steel and Iron Parts

Highlight with Cold Steel

Skin

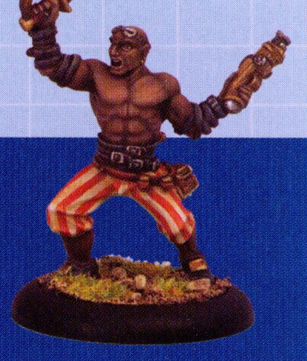
1.) Highlight using a mix of the base skin coat and Gun Corps Brown (2:1 ratio)

2.) Highlight over Step 1 by adding Khardic Flesh

Pants

1.) Highlight with base pants coat and Menoth White (2:1 ratio)

2.) Highlight over Step 1 by adding more Menoth White.



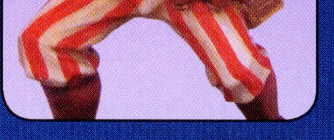
Details & Additional Finishing Tips:

Skin - Highlight by adding a dot of Hammerfall Khaki to the previous mix

Pants - Cover the pants with a very thin wash of Boostrap Leather to make it look dirty

Stripes - Paint the stripes with a mix of Skorne Red with a dot of Menoth White

Teeth and Eyes - Use Menoth White



Don't worry if you don't get the stripes on the pants done correctly the first time. Try to get them as straight as possible, cleaning up the edges with a tiny amount of a Hammerfall Khaki and Menoth White mix. Then, carefully shade and highlight the stripes for a tidy finish.

Privateer Press

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San Diego Comic Con	7/26 - 7/29	San Diego, CA	www.comic-con.org
Gencon Indy	8/16 - 8/19	Indianapolis, IN	www.gencon.com
PAX (Penny Arcade Expo)	8/24 - 8/26	Bellevue, WA	www.penny-arcade.com/pax
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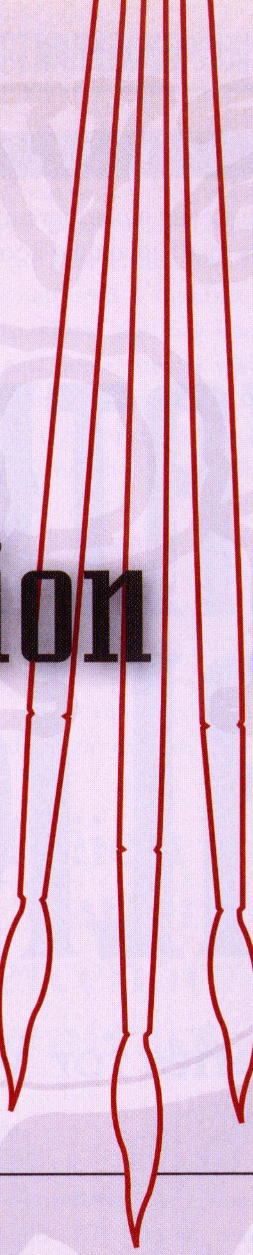
Privateer Press

GenCon Painting Competition

Winners announced:

5:00 PM • Saturday
8/18/2007 at Gencon Indy



DON'T MISS OUT!

How to Enter:

Show up at Gencon Indy, 2007. Fill out a form at our booth and drop off your entries on Thursday and Friday starting at 1:00 PM and Saturday from 10:00 AM to 11:00 AM. All entries must be received by Saturday 8/18/2007 at 11:00 AM.

Winners will be announced Saturday 8/18/2007 at 5:00 PM in the Privateer Press booth.

The Categories and Prizes

1. Warjack/Warbeast — A single, light or heavy warjack or warbeast.
First Place Prize: $200 US

2. Warrior Model — A single trooper, solo, warlock, or warcaster.
First Place Prize: $200 US

3. Battlegroup- A warcaster and 2-5 warjacks or a warlock and 2-5 warbeasts, No troops or solos.
First Place Prize: $200 US

4. Unit - A unit comprised of no less than the minimum number of allowed models and no more than the maximum number of allowed models. Unit attachments and Special Weapon Attachments may be included.
First Place Prize: $200 US

5. Diorama — A scene of the Iron Kingdoms, made up of components that do not exceed 12" wide, by 12" inches tall, by 12" deep.
First Place Prize: $200 US

Grand Master — Selected from the winners of the above categories.
Grand Prize: $1000 US
The Grand Master will win $1000 US for the grand prize and $200 for the category prize that qualifies them, for a total of $1200 US.

Rules

- All entries must be Privateer Press miniatures. Conversions and scratch building is allowed - but must be within the scope and atmosphere of the Iron Kingdoms game world and either scratch built or parts from Privateer Press models. Third party parts are not permitted.

- All entries must be modeled and painted by the person entering. The person entering must hand in the miniatures themselves at the specified time. Entries must also be collected from the display area at the specified time, any entries that are not collected by the end of the show automatically become the property of Privateer Press.

- All entries must be accompanied by the appropriate entry form - this must be filled out correctly and clearly. Competitors will be issued a numbered ticket when they have handed in their miniatures. In order to collect their miniatures at the end of the show, they must present this ticket, along with valid ID in order to get their miniatures back.

- Competitors can only enter categories once, though they can enter as many of the categories as they choose.

- All entries must be presented on the appropriate size base for which the model was designed, but extra scenic details may be added.

- While every care possible will be taken with the entries - the miniatures are entirely at the risk of the competitor. Privateer Press will not be responsible for any damage or loss that might occur while the miniatures are in their care.

- Privateer Press has the right to photograph and to publish miniatures photographs on the web or in print.

- Privateer Press reserves the right to refuse entry to any competitor, with or without cause. Privateer Press staff and family are not eligible to enter.

- Cash winnings subject to all state, local, and federal laws.

- The judges' decisions are final in all cases.

Keep a weathered eye on the horizon for even more mercenary Privateers! Build up your crew with salty dogs and vicious cutthroats of all kinds in an upcoming book dedicated to nothing but pirates.

by the Privateer Staff • Art by Andrea Uderzo

PRIVATEERS OF THE TALION

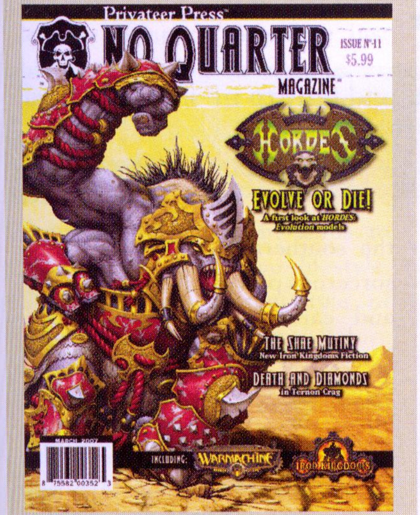
New Mercenaries for WARMACHINE

A pirate's life is hard, dangerous, and short. Such men risk capture and execution every time they venture onto the open sea in pursuit of spoils. They have good reason to seek to legitimize their names and protect their lives under the less criminal—if no less dubious—label of "privateer". An entire market has arisen in the sordid port of Five Fingers around forging and distributing convincing letters of marque, and few who claim the title privateer actually have such a mandate. Most pirate captains enjoy a fast ascent to fame, an even faster descent to capture and execution, and survive only in portside tavern legends. Not so Captain Phinneus Shae and the crew of the *Talion*, who walk the edge of that razor better than most.

Since the fateful mutiny aboard the Mercarian League ship *Exeter* in 600 AR, Shae and his fellow mutineers have managed to survive, and even to prosper, while facing many brushes with death. Shae and his crew attempted to regain legitimacy as mercenaries in the early days after losing their ship, but it became clear that no one would forgive or forget. The Mercarian League leveraged its clout to bring ruin to the families of all involved in the loss of the *Exeter*. This made war with the League inevitable. Shae bent his will toward exacting revenge and invested their mercenary earnings in a ship worthy of his crew. The *Talion* is a three-masted fast frigate with 40 guns built for decisive strikes at sea and boasting an impressive cargo hold for such a swift vessel.

> **Shae and his crew attempted to regain legitimacy as mercenaries in the early days after losing their ship, but it became clear that no one would forgive or forget.**

In the last several years Captain Shae and his crew have made war on the League and cemented a reputation as formidable independent pirates by eschewing other organizations. They have clashed with both the Khadoran and Cygnaran navies, battled Cryxian raiders and rival pirates, and sold their services to a variety



If you missed it, check out NQ#11 for the complete story of

The Shae Mutiny

of criminal organizations. They have found constant employment as a disciplined and deadly strike force. By the industry of Joln Rockbottom they have maintained tenuous relations at several ports willing to overlook their status. Captain Shae personally accepts the legal burden of their piracy and works to limit tainting the crew by his reputation. Rockbottom has arranged lucrative contracts for some among the crew who freelance as independent mercenaries when the Talion is between operations or tied up for repairs.

The ship has been seen in ports such as Five Fingers, Blackwater, and even Clocker's Cove, but its home is a smuggler's haven on an unmarked island between Carre Dova and Berck. The crew has largely taken over this small town, which they have taken to calling "Bottomton", short for "Bottom Town" after its unofficial mayor "Lord" Joln Rockbottom. From here the ship can make repairs, store supplies, and lay low between operations. Through the years Shae and his men have captured a number of other "prize ships" and can boast a small fleet. Some rumors claim Captain Shae may even be in the service of King Baird Cathor II, the "Bandit King", holding a secret but legitimate letter of marque allowing strikes against Mateu Merchant House shipping. If so he rarely takes advantage of its protection, preferring to survive by his wits, guile, and the authority conveyed on the thunderous roar of his royal-weight cannon.

Talion Charter Mercenary Contract

The men and women brought together after the mutiny of the MLS *Exeter* pledge to obey the terms and conditions outlined in the Talion's Charter. Captain Shae bought his flagship the Talion with the booty acquired from years fighting as a mercenary along the Dragon's Tongue River. Captain Shae has managed to evade incarceration on charges of piracy but remains a wanted man in both Khador and Cygnar. The Rhulic exile "Lord" Joln Rockbottom facilitates Shae's operations thanks to extensive contacts among mercantile and smuggling groups.

The Talion Charter names the Mercarian League as their foremost enemy, effectively declaring war on their shipping lanes, but they have seized many other vessels from a variety of trade organizations and even tackled navy vessels periodically. The charter discusses terms for dividing the spoils plundered from these ships. New recruits continually arrive to replace those killed in battle, but the rewards for those who survive have proven worth the risk.

While some fools have tried to claim the bounty on Shae's head, brutal reprisals and the steadfast loyalty of the other officers of the Talion have disinclined newer recruits from betraying the captain.

Talion Charter Army Composition

This force may include:

- **Any Mercenary Privateer**
- **Any Mercenary Warjack**

Talion Charter Special Rules

Crow's Nest – The Talion Charter's controller gains +1 to the Starting Roll to determine the order of deployment and play.

Unpredictable – After both players complete deployment but before the first player takes his turn, the Talion Charter's controller may redeploy any one model/unit. The redeployed model/unit must be placed on the table in a location in which it could have been placed during initial deployment.

CAPTAIN PHINNEUS SHAE

Mercenary Privateer Warcaster Character

> **I follow no kingdom's flag, fear no ship on the sea, and bow to no master. Blood calls for blood, and I will spill much more in days to come.**
>
> —Captain Phinneus Shae

Phinneus Shae has carved his place in the world by a sword's edge. He lives for the exhilaration of battle and personally leads his men in boarding actions and bloody mayhem. He uses wind and storm to confound his prey at sea and fill his sails while his enemy flounders becalmed and confounded. He invokes phantasms to distract foes while leading his men to victory. He adapts to the unpredictable swells of warfare as easily as he walks the deck amid a storm at sea.

Shae was not born to a life of piracy. Raised by wealthy parents in a comfortable estate outside of the southern city of Mercir, his sorcerous powers manifested early and earned him a commission to the prestigious Strategic Academy, which soon selected him for warcaster training. Shae immediately resented the constraints of military life and he earned a reputation as a troublemaker when we proved too willful to respond to discipline. The rigid military routine and having every aspect of his life dictated to him by others made him feel a prisoner, and Phinneus

SPECIAL RULES

Focus 6					Cmd 8
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	5	16	14

Handcannon			
RNG	ROF	AOE	POW
12	1	—	12

Squall		
SPECIAL	POW	P+S
Beat Back	6	12

Damage	16
Point Cost	67
Field Allowance	C
Victory Points	5
Base Size	Small

FEAT: GODSPEED

Those who fight alongside the warcaster Phinneus Shae are the recipients of unusual luck and good fortune. On the battlefield he can quickly assess the standing of his men and loan them a quick burst of speed for disengaging to fire pistols or clearing a lane to make way for a thundering cannonball to fire past and into the midst of the enemy.

Friendly models currently in Shae's control area may immediately move up to 3″. During this movement, affected models ignore movement penalties from rough terrain and cannot be targeted by free strikes.

MERCENARY

Shae can only be included in mercenary contract armies that specify him as an eligible participant.

SHAE

Amphibious Armor - Shae may voluntarily enter deep water without penalty. Shae may move through deep and shallow water without penalty. While completely within deep water, Shae cannot be targeted by ranged or magic attacks.

Dodgy - When Shae is directly hit by an enemy attack, he may move up to 2″ immediately after the attack has been resolved.

Field Promotion - Once per activation, Shae may promote a Swab in a friendly Sea Dog unit that has had its Mate destroyed or removed from play. That Swab must be within Shae's command range. Replace the promoted model with a Mate model. Effects, spells, and animi on the replaced Swab are applied to the new Mate.

Ground Work - While knocked down, Shae is not automatically hit by melee attacks, and his DEF is not reduced.

Swashbuckler - When Shae makes a Squall melee attack during his activation, his front arc extends 360° and he may make one melee attack with Squall against every enemy model within melee range. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

SQUALL

Beat Back - When Shae makes a successful melee attack against a model, his target may be pushed 1″ directly away from him immediately after the attack is resolved. Immediately after all Swashbuckler attacks have been resolved, Shae may move up to 1″ directly toward the center of a pushed model.

<table>
<tr><th>SPELL</th><th>COST</th><th>RNG</th><th>AOE</th><th>POW</th><th>UP</th></tr>
<tr><td>Blow the Man Down</td><td>3</td><td>8</td><td>-</td><td>15</td><td>-</td></tr>
<tr><td colspan="6">A model damaged by Blow the Man Down is knocked down. On a critical hit, the model is slammed d6″ instead of suffering a normal damage roll. If the slammed model collides with another model wit an equal or smaller-sized base, that model suffers a POW 15 collater damage roll.</td></tr>
<tr><td>Coup de Main</td><td>3</td><td>Self</td><td>CTRL</td><td>-</td><td>-</td></tr>
<tr><td colspan="6">Friendly models/units currently in Shae's control area may charge at SPD +5″ without spending focus points or being ordered to do s Coup de Main lasts for one turn.</td></tr>
<tr><td>Phantasm</td><td>2</td><td>6</td><td>-</td><td>-</td><td>X</td></tr>
<tr><td colspan="6">When target friendly model/unit is targeted by a ranged attack, the attack suffers –5 RNG.</td></tr>
<tr><td>Scurvy</td><td>2</td><td>10</td><td>-</td><td>-</td><td>X</td></tr>
<tr><td colspan="6">Target living non-warcaster/warlock enemy model/unit suffers –2 CMD and cannot give or receive orders. The affected model/unit m make a command check before its normal movement. If the check f the unit forfeits its movement. When the affected model/unit ends its normal movement, it must make a command check before takin actions. If the check fails the model/unit forfeits its action.</td></tr>
<tr><td>Storm Rager</td><td>2</td><td>6</td><td>-</td><td>-</td><td>-</td></tr>
<tr><td colspan="6">Target friendly warrior model gains +2 STR, MAT, and ARM and cannot be targeted by Combined Ranged Attacks or Combined Me Attacks for one round.</td></tr>
<tr><td>Torrent</td><td>3</td><td>8</td><td>4</td><td>-</td><td>X</td></tr>
<tr><td colspan="6">When Torrent is cast, Shae's controller places a 4″ AOE anywhere completely within Shae's control area. The AOE then moves up to directly toward the nearest enemy model, stopping only once cent on that model. During each of Shae's controller's Maintenance Ph the AOE moves up to 8″ directly toward the nearest enemy model Enemy models within the AOE cannot make ranged or magic atta Enemy models outside the AOE cannot draw LOS to anything bey the AOE.</td></tr>
</table>

left the Strategic Academy just before completing his training.

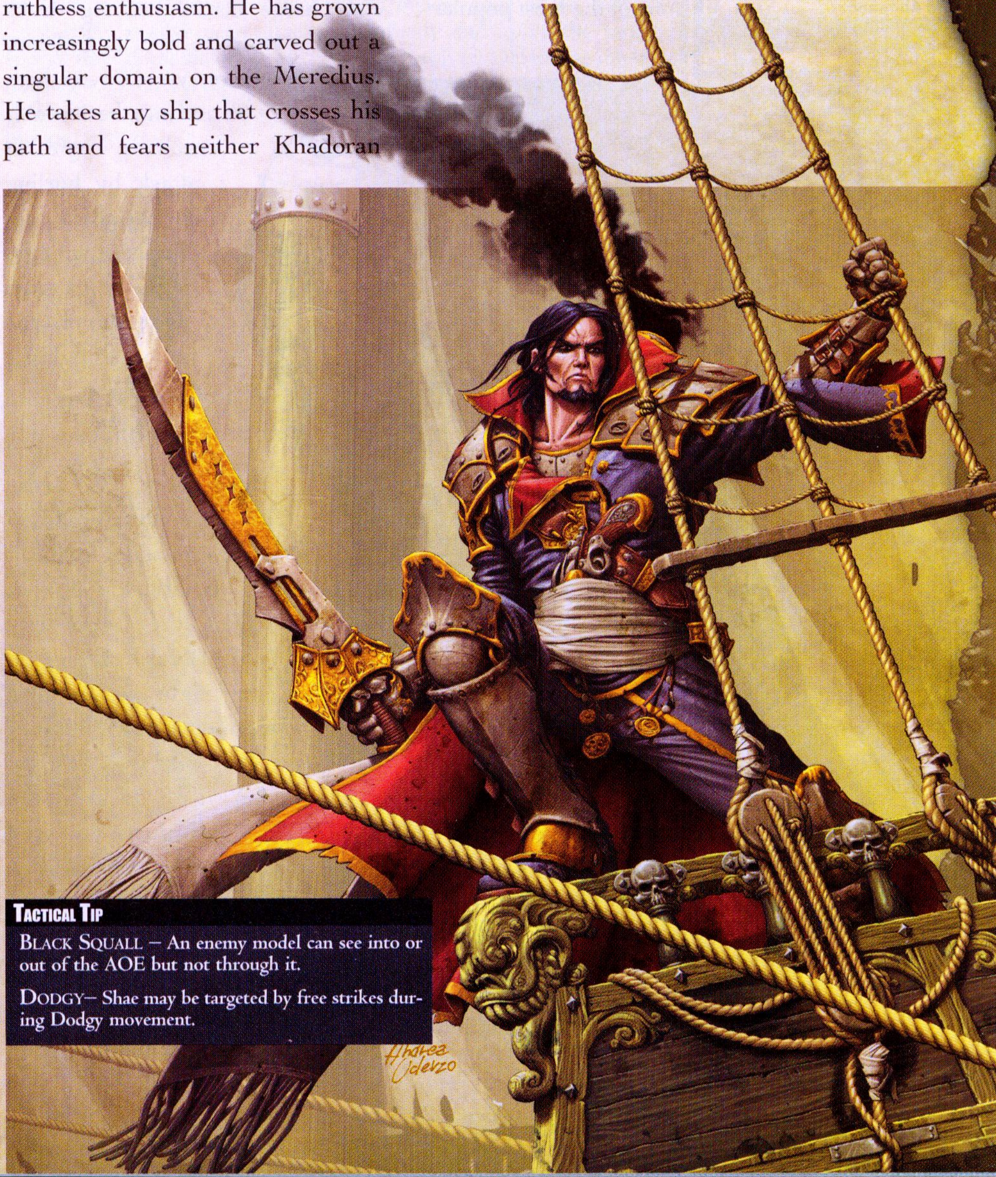
Given the rarity of warcasters, Shae did not lack for opportunities. He sold his services as escort to a number of merchant ships to maintain his expensive lifestyle, developing his unique style of nautical battle magic, before eventually joining the Mercarian fleet flagship M.L.S. *Exeter*. Shae proved his skill against Cryxian raiders, merchant rivals, and independent pirates.

While possessed of a brooding temper, Shae has an undeniable strength of character and rugged charm that almost compels capable men and women to seek his approval. Shae soon developed a bond of respect with members of the *Exeter's* crew, particularly the Rhulic financier Joln Rockbottom. Unknown to Shae, this influence earned him the paranoid enmity of the *Exeter's* arrogant and unpleasant Captain Laross Fargen. In a fit of irrational rage, Fargen had Shae thrown overboard on suspicion of a conspiracy. Surviving by dint of his warcaster armor and the assistance of the ship's bosun, Shae vowed revenge and, without considering the ultimate consequences, gathered those among the ship's crew who looked up to him and led them in a full mutiny. They defeated Captain Fargen and his allies in a wild, bloody battle, but the foolish captain exploded the *Exeter's* powder room, sinking the ship and forcing the survivors ashore. So began Shae's life as a fugitive and mercenary bandit.

Several hard years followed the mutiny. Shae killed a number of bounty hunters when the Mercarian League placed a sizable price on his head. Even more insidiously, the League brought all of its financial influence to the task of ruining the lives of his parents and siblings and of anyone associated with the warcaster or his accomplices. The League obliterated all of his family's assets in a few short months, prompting his father's suicide and his mother's decent into raving madness. Similar fates awaited relatives of other known mutineers. This only tightened the bond between Shae and the original crew and strengthened their determination to strike back.

Those desperate years made piracy both a necessity and a lucrative means of attacking those who had wronged them. With his new ship the *Talion*, Captain Shae pursues his agenda with ruthless enthusiasm. He has grown increasingly bold and carved out a singular domain on the Meredius. He takes any ship that crosses his path and fears neither Khadoran nor Cygnaran naval vessels. He always keeps a keen eye open for ships of the Mercarian League to both lighten his enemy's purse and eventually bring their plans to ruin.

Shae knows he can never go back to a normal life, and he no longer desire to do anything but what he does. The persecution by the Mercarian League has made him the man the Strategic Academy could not. Shared hardship and battle have taught him a sense of responsibility for his crew. Bloodshed has forged him into a true leader and a dangerous threat to any who cross him. He has no family but the men and women of the *Talion*, and they would gladly follow him to the bottom of the Sea of a Thousand Souls.



TACTICAL TIP

BLACK SQUALL – An enemy model can see into or out of the AOE but not through it.

DODGY– Shae may be targeted by free strikes during Dodgy movement.

BUCCANEER

Mercenary Light Warjack

Nothing can outrun a Buccaneer, once the net comes down.

—Jenkin Hadderin, gunner's mate aboard the *Talion*

SPD	STR	MAT	RAT	DEF	ARM
6	8	5	4	13	15

L **Net**

RNG	ROF	AOE	POW
10	1	—	—

R **Gaff**

SPECIAL	POW	P+S
Multi	4	12

1	2	3	4	5	6
■	■	■	■	■	■
■					■
	L			R	
L	L	M	C	R	R
■	M	M	C	C	■

Point Cost	61
Field Allowance	U
Victory Points	2
Base Size	Medium

SPECIAL RULES

BUCCANEER

Assault - As part of a charge, after moving but before performing its combat action, the Buccaneer may Assault. When making an Assault, the Buccaneer makes a single ranged attack targeting the model charged. The Buccaneer is not considered to be in melee when making the Assault ranged attack, nor is the target considered to be in melee with the Buccaneer. If the target is not in melee range after moving, the Buccaneer must still make the Assault ranged attack before its activation ends. The Buccaneer cannot target a model with which it was in melee at the start of its activation with an Assault ranged attack.

Sea Legs - The Buccaneer cannot be knocked down.

NET

Tangled - Instead of suffering a damage roll, a model hit by the Net has its base DEF changed to 7 for one round and must forfeit its movement or action during its next activation.

GAFF

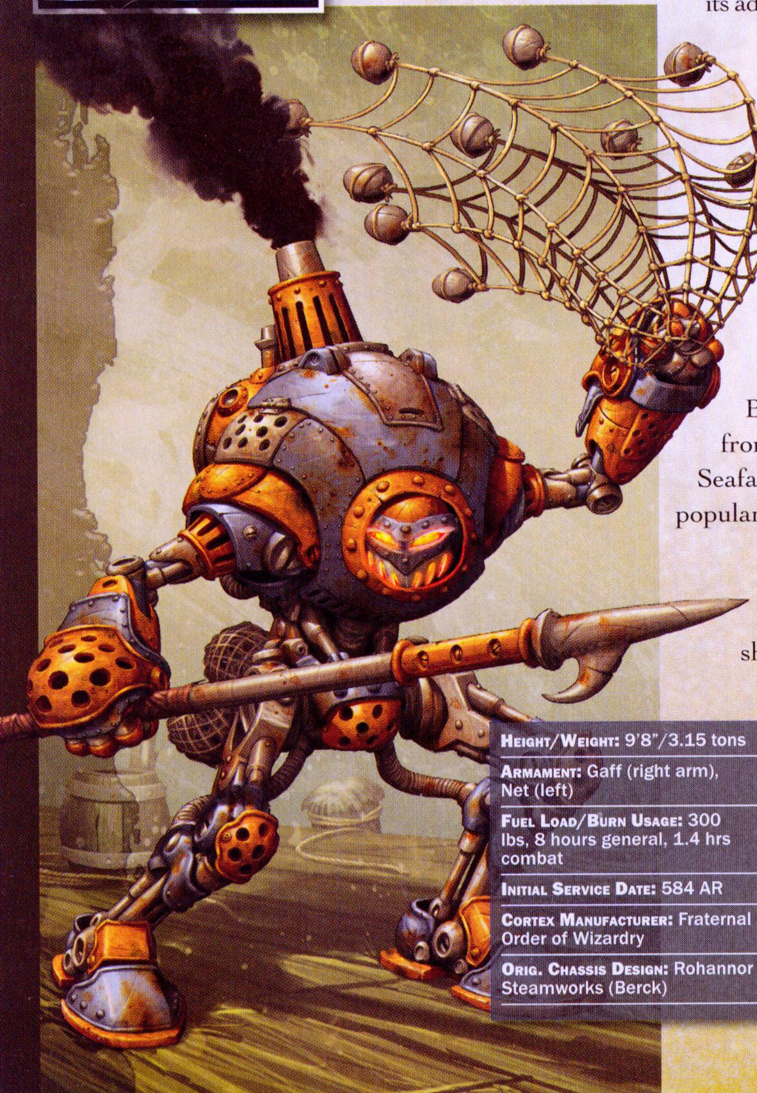
Reach - 2″ melee range.

Reel 'em In - If the Gaff hits a target with a small or medium-sized base, that model may be moved up to 2″ directly toward the Buccaneer, stopping short only if it contacts another model, an obstacle, or an obstruction. During this movement the model cannot be targeted by free strikes.

In the twenty years since its introduction the Buccaneer has become one of the most popular light 'jacks for use aboard ships ranging from riverboats to ocean going vessels. A nimble and sure-footed combatant, the Buccaneer can charge across heaving decks during a storm to ram its gaff into its adversaries or sweep them off and into the ocean. It customary begins an attack by hurling a weighted net to set up an easy kill for its own weapon or the sailors fighting along side it.

The first Buccaneers arose from heavily modified Seafarers, an older but still popular laborjack chassis from the Ordic city of Berck. Designed for light weight and shipboard use without risking damage to decks, the Seafarer served ably for decades but suffered from an inferior movement system. This resulted in poor performance on difficult waters and ran the risk sending the 'jack overboard. The Buccaneer solved this with an ingenious redesign of the feet and legs to incorporate strong pneumatic pistons and reprogramming the cortex to respond to uncertain footing.

The Buccaneer gained popularity quickly for these innovations, and soon saw a number of modifications among those seeking to exploit its qualities for naval combat as well as labor. One of the more affordable and convenient weapons modifications involved equipping a Buccaneer with a massive gaff much like those used aboard ships. One of the major fishing concerns out of Five Fingers first rigged the Buccaneer with both a gaff and a weighted net, finding these accoutrements served just as well against hostile boarders as against hull grinders or for catching oversized crabs in the Bay of Stone. This particular weapons modification has since found wide appeal, including among privateers and pirates seeking a nimble warjack that can keep its feet in the midst of a turbulent brawl on the decks.



HEIGHT/WEIGHT: 9′8″/3.15 tons

ARMAMENT: Gaff (right arm), Net (left)

FUEL LOAD/BURN USAGE: 300 lbs, 8 hours general, 1.4 hrs combat

INITIAL SERVICE DATE: 584 AR

CORTEX MANUFACTURER: Fraternal Order of Wizardry

ORIG. CHASSIS DESIGN: Rohannor Steamworks (Berck)

MARINER

Mercenary Heavy Warjack

> **We thought we had the *Talion* dead to rights. Then I spied that warjack striding the deck and leveling a bloody ship's cannon at us.**
>
> —Herdwell Mathers, former lookout for the M.L.S. *Bounteous*, now sunk

The Mariner is among the heaviest steamjacks modified for nautical warfare and an undisputed king of battle at sea. Hoisting a ship's gun, it can utilize its mobility to continue firing on an enemy vessel while its ship maneuvers to deliver a proper broadside. When the ships close in, and boarding begins, a Mariner can clear an entire deck of defenders with a single sweep of its deadly anchor.

For decades conventional wisdom held that heavy 'jacks have no place on a ship. Their size and weight make them dangerous to both decking and crew in unfavorable weather and an expensive loss should they pitch overboard. However, heavy modifications perfectly adapt the Mariner to its role at sea. Based on an innovative laborjack designed to work completely underwater for up to half hour at a time, its chassis includes watertight seals, exhaust valves, and a special boiler and piping system which allows air held within internal spaces to cycle into the engine while immersed. The Mariner can hang off the side of a ship to conduct repairs normally impossible without a dry dock. An ingenious stabilization compensator integrated into the machine enables it to endure the roughest seas without toppling over. The Mariner has proven so reliable in difficult waters that crews have taken to strapping themselves to its chassis during storms.

SPECIAL RULES

MARINER

Amphibious - An Amphibious model may voluntarily enter deep water without penalty. The Mariner's furnace is not extinguished if it moves into deep water. The Mariner may move through deep and shallow water without penalty. While completely within deep water, the Mariner cannot make ranged attacks or be targeted by ranged or magic attacks.

Lash - Friendly warrior models in base-to-base contact with the Mariner cannot be knocked down.

Sea Legs - The Mariner cannot be knocked down.

SHIP GUN

Loader - The Mariner must be in base-to-base contact with a friendly warrior model to make a Ship Gun ranged attack.

ANCHOR

Reach - 2" melee range.

Thresher (★Attack) - The Mariner may make one melee attack with its Anchor against every model within melee range of its front arc. Completely resolve each attack individually and apply the targets' special rules immediately as each attack is resolved. Determine damage normally. A model is ineligible to be hit if it has a special rule preventing it from being targeted or if the attacker's line of sight is completely blocked by terrain.

The Mercarian League bought many of these 'jacks to labor on their larger vessels but never properly armed them for battle. It took a certain nautical warcaster turned privateer to see and realize their full potential. If given a ship's deck cannon and a crewman to reload it, a Mariner can blow men to pieces, puncture thick hulls, or shatter warjack armor with explosive cannonballs at an impressive distance.

SPD	STR	MAT	RAT	DEF	ARM
5	10	5	4	12	17

L **Ship Gun**

RNG	ROF	AOE	POW
15	1	3	14

R **Anchor**

SPECIAL	POW	P+S
Multi	5	15

1	2	3	4	5	6
		☐	☐		
☐	☐	☐	☐	☐	☐
☐	☐	☐	☐	☐	☐
☐	L	☐	☐	R	☐
L	L	M	C	R	R
	M	M	C	C	

Point Cost	110
Field Allowance	U
Victory Points	3
Base Size	Large

HEIGHT/WEIGHT: 13'1"/5.89 tons

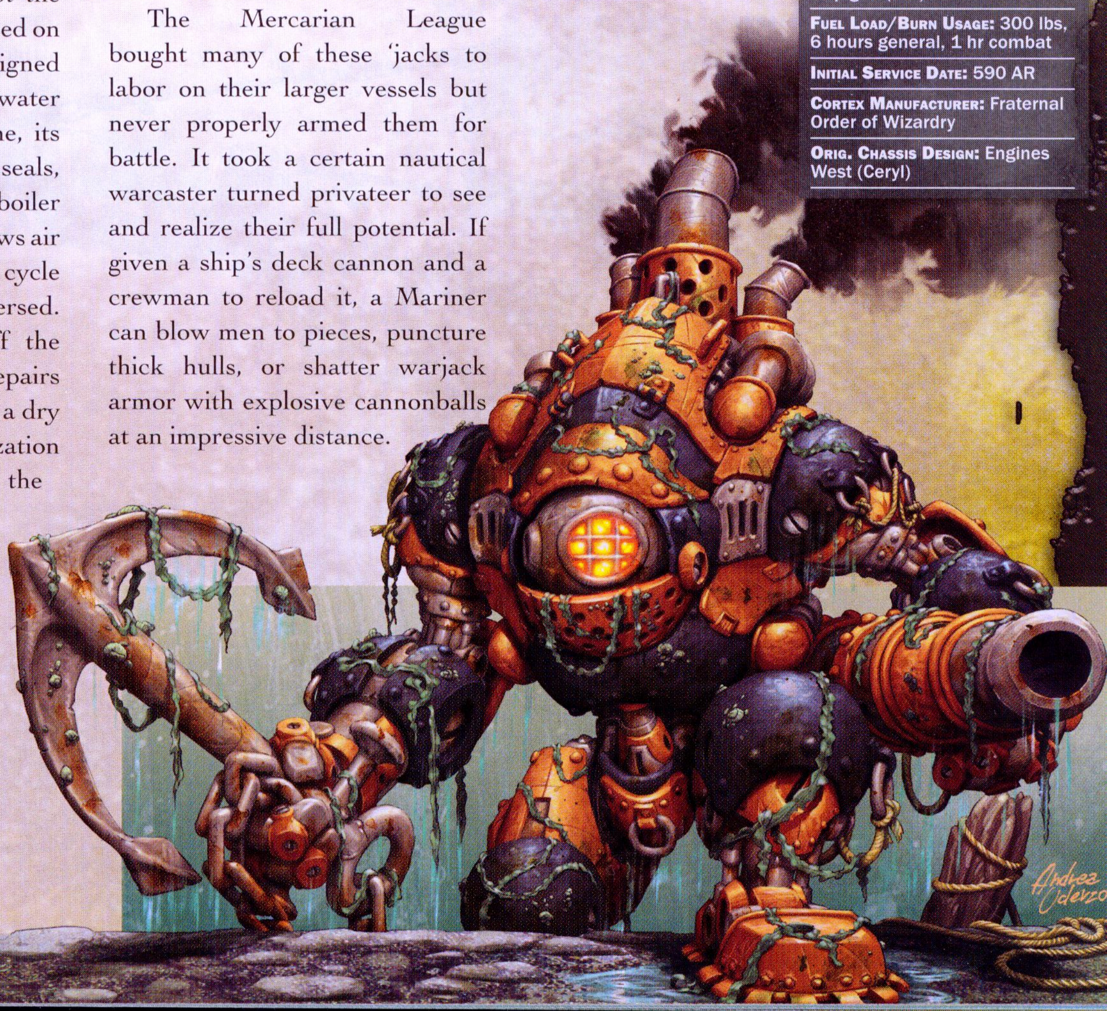
ARMAMENT: Anchor (right arm), ship gun (left)

FUEL LOAD/BURN USAGE: 300 lbs, 6 hours general, 1 hr combat

INITIAL SERVICE DATE: 590 AR

CORTEX MANUFACTURER: Fraternal Order of Wizardry

ORIG. CHASSIS DESIGN: Engines West (Ceryl)



BOSUN GROGSPAR

Mercenary Privateer Trollkin Character Solo

> **Listen to the bosun. Do what he tells ye or expect to be thrown in the sea like a fish not worth guttin' fer supper.**
>
> —Mate's advice to a new Sea Dog recruit

Grogspar					Cmd 8
SPD	STR	MAT	RAT	DEF	ARM
5	8	6	5	13	15

Harpoon Gun			
RNG	ROF	AOE	POW
10	1	—	12

Giant Hook		
SPECIAL	POW	P+S
Heave Ho	4	12

Damage	8
Point Cost	26
Field Allowance	C
Victory Points	1
Base Size	Medium

SPECIAL RULES

MERCENARY

Bosun Grogspar will work for any faction.

GROGSPAR

Commander - Grogspar has a command range equal to his CMD in inches. Friendly mercenary models/units in his command range may use Grogspar's CMD when making command checks. Grogspar may rally and give orders to friendly mercenary models in his command range.

Flying Steel - Grogspar may make d3 attacks with his Giant Hook each activation.

No Sleeping on the Job - Grogspar and friendly Sea Dog models within his command range cannot be knocked down or made stationary.

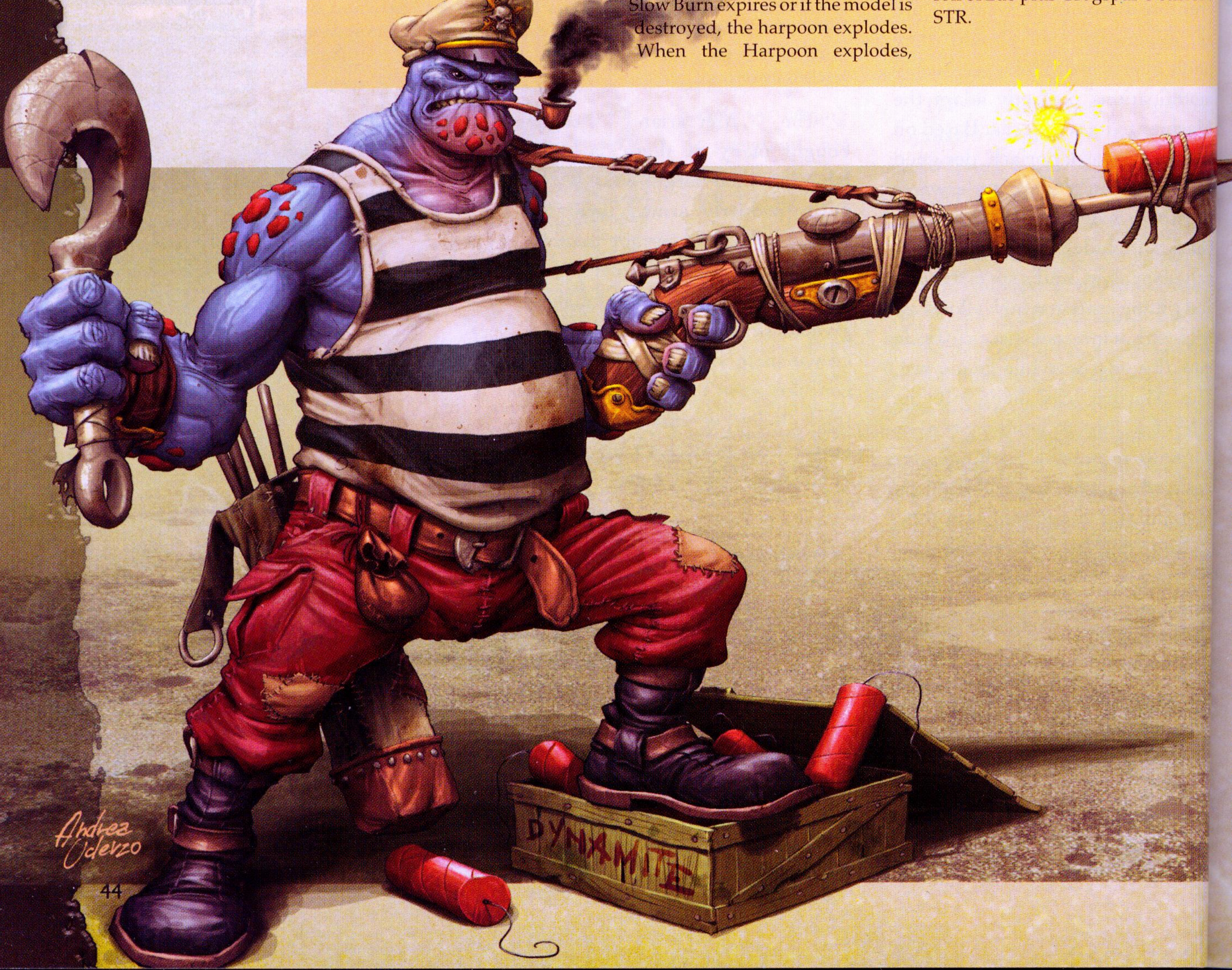
Tough - When Grogspar suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Grogspar is knocked down instead of being destroyed. If Grogspar is not destroyed, he is reduced to one wound.

HARPOON GUN

Slow Burn - A model hit by the Harpoon Gun suffers the Slow Burn continuous effect. A model suffering Slow Burn cannot run or charge. Slow Burn expires in the model's controller's Maintenance Phase on a d6 roll of 1 or 2. When Slow Burn expires or if the model is destroyed, the harpoon explodes. When the Harpoon explodes, center the 4" AOE template on the model. The model suffering the Slow Burn continuous effect when it explodes suffers a POW 13 blast damage roll. Other models in the AOE suffer POW 7 blast damage.

GIANT HOOK

Heave Ho - On a successful hit targeting a model with a medium or smaller-sized base, Grogspar may throw the target rather than make a normal damage roll. The target is thrown d6" and suffers a damage roll equal to Grogspar's current STR plus the POW of the Giant Hook. Do not make a deviation roll when determining the thrown model's point of impact. Models hit by the thrown model suffer a collateral damage roll of 2d6 plus Grogspar's current STR.



The *Talion's* bosun is a veteran sea-salt named Balasar Grogspar, although no one ever refers to him by his first name. The cantankerous trollkin enforces discipline aboard the ship with the simple expedient of hurling worthless lubbers over the rail with his hook. Grogspar has a bit of a cruel streak, evidenced in his enjoyment of delivering cut-rate explosives on the end of a wickedly sharp harpoon. Few things make him smile like watching an enemy explode and take down a few of his mates for good measure.

Grogspar has a strong personal attachment to his ship, whatever ship he happens to serve on, and takes any attack on the vessel as a personal affront. Each time a cannonball strikes hull, decks, sails, or railings, his frown deepens, his eyes narrow, and his teeth clench his pipe a bit tighter as he works himself into a proper battle rage, which makes for a fearsome sight when unleashed against those who harmed his vessel. Grogspar takes a sadistic pleasure in watching a wounded adversary plead for his life as the fuse on the bosun's explosive harpoon burns toward its fatal terminus.

Grogspar has a strong sense of duty and was the most reluctant of the original mutineers. Though Mr. Walls eventually persuaded him, he speaks of the "incident" with a grumble of resentment. It's likely the trollkin would have joined the other side if he had any inkling that the mutiny would destroy the *Exeter*. Grogspar still speaks mournfully of that loss, and mentioning the shattering of its hull remains a better provocation for a fight than insulting his family. He only forgave Captain Shae because the ship's "Commodore" actually did the damage that sunk the vessel, not the warcaster. Grogspar personally oversaw the cruel and brutal execution of the ship's former master by strapping him to a cannon and firing it repeatedly, no doubt thinking the entire time of the *Exeter's* broken back.

As bosun, Grogspar disciplines the crew with a rather savage enthusiasm. New men learn quickly not to slack off around Grogspar lest they find themselves thrown into the waves as a lesson. The trollkin himself eventually reels in those worth saving, particularly anyone showing promise in battle, after an appropriate moment of floundering terror. Men like this quickly find themselves in the front of the next boarding party, and Grogspar sheds no tears when they take a bullet to the gut or drop screaming into the waves between ships.

Grogspar's duty and responsibilities go well beyond his title. The trollkin has never paid much heed to those above his station and freely speaks against anything he considers a "fool idea". Shae tolerates this impertinence and even outright insubordination with good humor, perhaps remembering that Grogspar fished him out of the water when the *Exeter's* captain cast the warcaster overboard to drown. Most days Grogspar functions as undisputed master of the ship, serving wherever needed most, whether as pilot, carpenter, or master of the watch. He only defers about the ship to First Mate Hawk, and even she occasionally receives a cynical aside if he disagrees with her assessment of a situation. This causes no particular difficulties, though, as Grogspar's decades of experience running the ropes aboard dozens of ships has made him as skilled a sailor as the *Talion* could hope to find. The fact that he is also a terror in battle certainly helps as well.

THE COMMODORE CANNON & CREW

Mercenary Privateer Sea Dog Character Unit

> **Ye ain't a sea dog until ye been deafened by the Commodore, yer ears ringing as ye see a ten-ton warjack knocked on its arse by a ball bigger than yer head.**
>
> —Mr. Walls, Quartermaster of the *Talion*

Commodore **Cmd —**

SPD	STR	MAT	RAT	DEF	ARM
0	0	-	-	5	18

Crewman **Cmd 7**

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	13	12

Commodore

RNG	ROF	AOE	POW
*	1	*	*

Pistol

RNG	ROF	AOE	POW
8	1	—	10

Hand Weapon

SPECIAL	POW	P+S
—	3	8

Damage	10
Commodore & 3 Crewmen	43
Field Allowance	C
Victory Points	2
Crewman Base Size	Small
Cannon Base Size	Large

SPECIAL RULES

MERCENARY

The Commodore Cannon & Crew can only be included in mercenary contract armies that include Captain Phinneus Shae.

COMMODORE

Ammo Types - Each time the Commodore is used to make a ranged attack, choose one of the following ammunition types:

- **Canister Shot** - Canister Shot uses a spray template. The attacker gains +2 to Canister Shot attack rolls. Models hit suffer a POW 20 damage roll.
- **Cannon Ball** - Cannon Ball is RNG 20. On a direct hit, instead of suffering a normal damage roll, the Commodore's target is slammed d6" directly away from the Commodore and suffers a POW 16 damage roll. If the slammed model collides with another model with an equal or smaller-sized base, that model suffers a POW 16 collateral damage roll. If the model directly hit by the Commodore cannot be slammed, it suffers a POW 16 damage roll.
- **Incendiary Shot** - Incendiary shot is RNG 16, AOE 4, POW 12. Models in the AOE suffer Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

Artillery - The Commodore does not activate but may be moved up to 1" for each Crewman in base-to-base contact with it at the beginning of the unit's activation. The Commodore cannot be fired during an activation in which it is moved. The Commodore is never in melee and cannot engage or be engaged. The Commodore is automatically hit by melee attacks. The Commodore cannot be knocked down or made stationary and never flees. Ignore the Commodore when determining unit formation.

CREWMAN

Cross Trained - A Sea Dog Swab ending his normal movement within 3" of a friendly Crewman model may join the unit if one or more Crewmen in the unit have been destroyed or removed from play. If all Crewmen have been destroyed, a friendly Sea Dog Swab within 3" of the Commodore may become a Crewman. There can never be more than 3 Crewmen in this unit as a result of Cross Trained. Replace the Swab model with the Crewman model. Effects, non-upkeep spells, and animi on the replaced Swab are applied to the new Crewman. The new Crewman is now part of the Cannon Crew unit and not his original Sea Dog unit.

Fire (★Attack) - A Crewman makes a ranged attack with the Commodore. The Commodore may be fired once per activation. Use the Crewman's current RAT when resolving the attack. A Crewman must be in base-to-base contact with the Commodore and not engaged to fire the Commodore. A Crewman firing the Commodore never gains an aiming bonus.

Gunnery (★Action) - A Crewman may make a special action to give the Crewman firing the Commodore a cumulative +1 RAT on his attack roll this activation. The Crewman must be in base-to-base contact with the Commodore and not engaged to make a Gunnery special action.

THE SHAE MUTINY

The "Shae Mutiny" took place on Rowan the 21st, 600 AR at sea aboard the M.L.S. (Mercarian League Ship) *Exeter* between Ceryl and the Shearwater Narrows. The arrogant commanding officer Captain Laross Fargen once insisted he be called "Commodore" during a voyage where he had oversight of several lesser cargo ships. It was a measure the crew never forgot, and they used this title thereafter behind his back as an epithet.

In the weeks before the mutiny, Captain Fargen descended into paranoia and cruelty. He had men brutally flogged for minor offenses, threw previously trusted officers into the brig on little cause, and had others tortured to betray their peers. Even those he did not threaten directly learned the captain intended to jeopardize their livelihood by seizing their wages for the voyage.

Some say the captain's paranoia arose from a struggle for control over the ship with the Rhulic financier Lord Joln Rockbottom. The captain's logs accuse this dwarf of graft, insubordination, conspiracy to incite mutiny, and bribery of ship's officers, and they suggest the dwarf had been defrauding the Mercarian League as well as many lesser trade organizations. These charges prompted the captain to lock Rockbottom in irons, hurl him in the brig, and torture him.

The final spark for the mutiny occurred when Phinneus Shae confronted the captain regarding Rockbottom. Suspecting the warcaster of collaboration, the captain had Shae thrown off the rear of the ship and left to drown. Bosun Grogspar rescued Shae and later joined the mutiny. Other notable participants included Quartermaster Walls, the ship's cook/surgeon Creb "Doc" Killingsworth, and the ship's man-at-arms, Hawk. A bloody mutiny consumed the ship, during which the crew seized one of the ship's royal weight cannons and turned it on the Mercarian League marines defending the captain. An explosion in the ship's powder supply critically damaged the *Exeter*'s hull and forced the ship to run aground near Ceryl.

The mutineers treated their former captain to a particularly grisly punishment. They strapped him to the cannon's bore and fired it repeatedly until Laross Fargen expired from massive internal injuries. The cannon, dubbed the "Commodore", remains in the employ of the self-proclaimed privateer and now notorious criminal Captain Phinneus Shae. He remains at large, and his present whereabouts are unknown. Shae rarely enters battle without the Commodore and its gunnery crew.

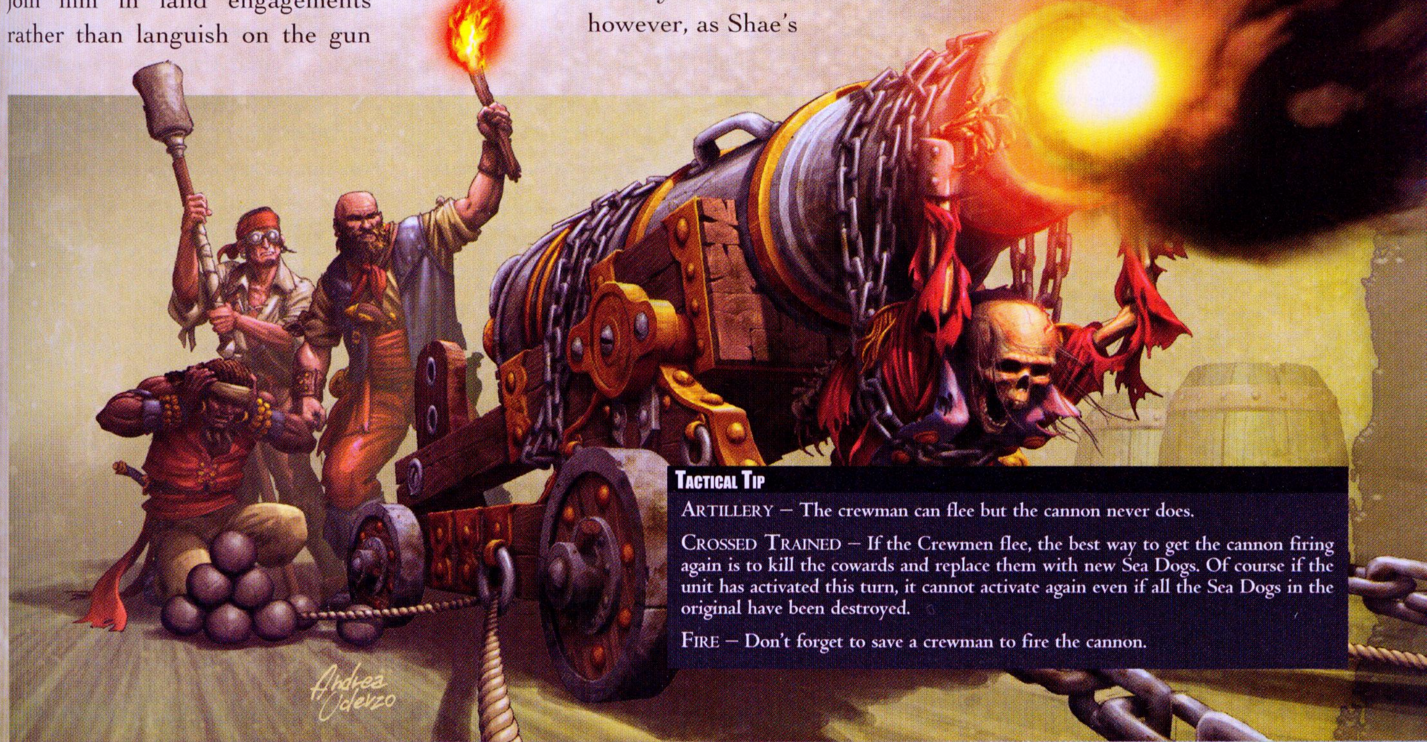
One personality aboard the *Talion* is neither alive nor even a person, although sometimes the gunners speak to it as if it were a member of the crew. A special legacy of Captain Shae's mutiny, the "Commodore" is a massive royal-weight cannon such as those found only on first-class ships of the line. The weapon's name comes in sardonic tribute to Captain Laross Fargen of the *Exeter*—who once demanded he be addressed as "Commodore"—whose skeleton is strapped to the cannon's wide barrel. At the end of the mutiny, Captain Fargen accidentally set off an explosion in the powder room that broke the *Exeter*'s back. For this "crime" the crew took the man ashore, Bosun Grogspar strapped him to the cannon, and fired it repeatedly until the captain's skin had burned to crisp and nearly every bone in the man's body had broken.

The mutineers have maintained this massive gun carefully over the years and used it as a formidable piece of field artillery in countless battles ashore and at sea. Even after acquiring the *Talion*, Shae reserved this special weapon to join him in land engagements rather than languish on the gun decks with other cannons. The warcaster views the gun as an oversized good luck charm and remains convinced he will never suffer defeat so long as it remains loaded and ready.

Royal-weight cannons cost a small fortune. The Mercarian League had this fine piece of heavy ordinance crafted to exacting specifications at the Sentinel Point Naval Fortress specifically for the *Exeter*. Such weapons serve exclusively on naval vessels, but Duke Waldron Gately of Southpoint, the most influential noble backer of the League, advocated on the League's behalf in the Cygnaran Royal Assembly for a special dispensation for the *Exeter*. Even without the other charges against Phinneus Shae, ownership of this cannon is illegal and its seizure technically an act of war against Cygnar, though no one has yet been able to enforce this point of maritime law.

The *Talion* crew considers it a special privilege to serve as a gunner or gunner's mate for the Commodore. Its crews suffer an alarming casualty rate, however, as Shae's enemies make neutralizing this gun a priority. Given how often the men crew smaller cannons aboard the ship, Shae expects every Sea Dog asked to join an engagement to know his way around the essential implements of the Commodore and to stand to task as a gunner if needed.

Other mercenary and privateer outfits have approached Lord Rockbottom and Shae several times with generous offers to buy the Commodore, but all have come away disappointed. The *Talion's* combination of ordinance like this with the unique talents of a warcaster and several battle-ready warjacks ensures that they stand a chance against any regular military in the west. Whether firing shredding canister shot of fist-sized iron balls at close range, longer range incendiary ammunition that can set entire squads ablaze, or single, enormous cannon balls capable of knocking down warjacks, the Commodore offers a priceless degree of deadly versatility.



TACTICAL TIP

ARTILLERY – The crewman can flee but the cannon never does.

CROSSED TRAINED – If the Crewmen flee, the best way to get the cannon firing again is to kill the cowards and replace them with new Sea Dogs. Of course if the unit has activated this turn, it cannot activate again even if all the Sea Dogs in the original have been destroyed.

FIRE – Don't forget to save a crewman to fire the cannon.

DOC KILLINGSWORTH

Mercenary Privateer Character Solo

> **Get up and walk it off, son. You don't want him cutting on you. Those knives have seen more use than a Five Fingers madam.**
>
> —Lord Rockbottom to an injured Sea Dog

SPECIAL RULES

MERCENARY

Doc Killingsworth will work for any faction.

DOC

Amateur Surgeon (★Action) - Doc removes d6 damage points from himself or a friendly living model in base-to-base contact with him. On the roll of a 6 the model affected by Amateur Surgeon is knocked down.

Anatomical Precision - If Doc's melee damage roll fails to exceed target living model's ARM, the target automatically suffers one damage point.

Backstab - Doc rolls an additional die for his back strike damage rolls.

Fearless - Doc never flees.

No, I'm Fine - Friendly Privateer models with the Tough ability within a number of inches of Doc equal to Doc's current CMD are not destroyed on a Tough roll of 4, 5, or 6.

Parting Blow - When Doc is hit by an enemy model with a melee attack, he may immediately make a melee attack targeting the model that hit him. If he hits with this attack, the damage roll is boosted. Doc still suffers the damage roll even if he destroys the model that attacked him with this attack.

Soup's On - When Doc destroys an enemy warrior model with a melee attack, enemy models/units currently within a number of inches of him equal to his current CMD must pass a command check or flee. Living friendly Privateer models currently in this area gain +1" of movement this turn but cannot end their movement closer to Doc than they began.

Tough - When Doc suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Doc is knocked down instead of being destroyed. If Doc is not destroyed, he is reduced to one wound.

DIRTY THROWING KNIVES

Poison - After a successful attack against a living model, roll an additional damage die.

Thrown - Add Doc's current STR to the POW of his Dirty Throwing Knives ranged attacks.

Doc					**Cmd**
SPD	STR	MAT	RAT	DEF	ARM
5	7	6	5	12	13

Dirty Throwing Knives			
RNG	ROF	AOE	POW
6	1	—	2

Meat Cleaver		
SPECIAL	POW	P+S
—	4	11

Damage	
Point Cost	
Field Allowance	
Victory Points	
Base Size	Sma

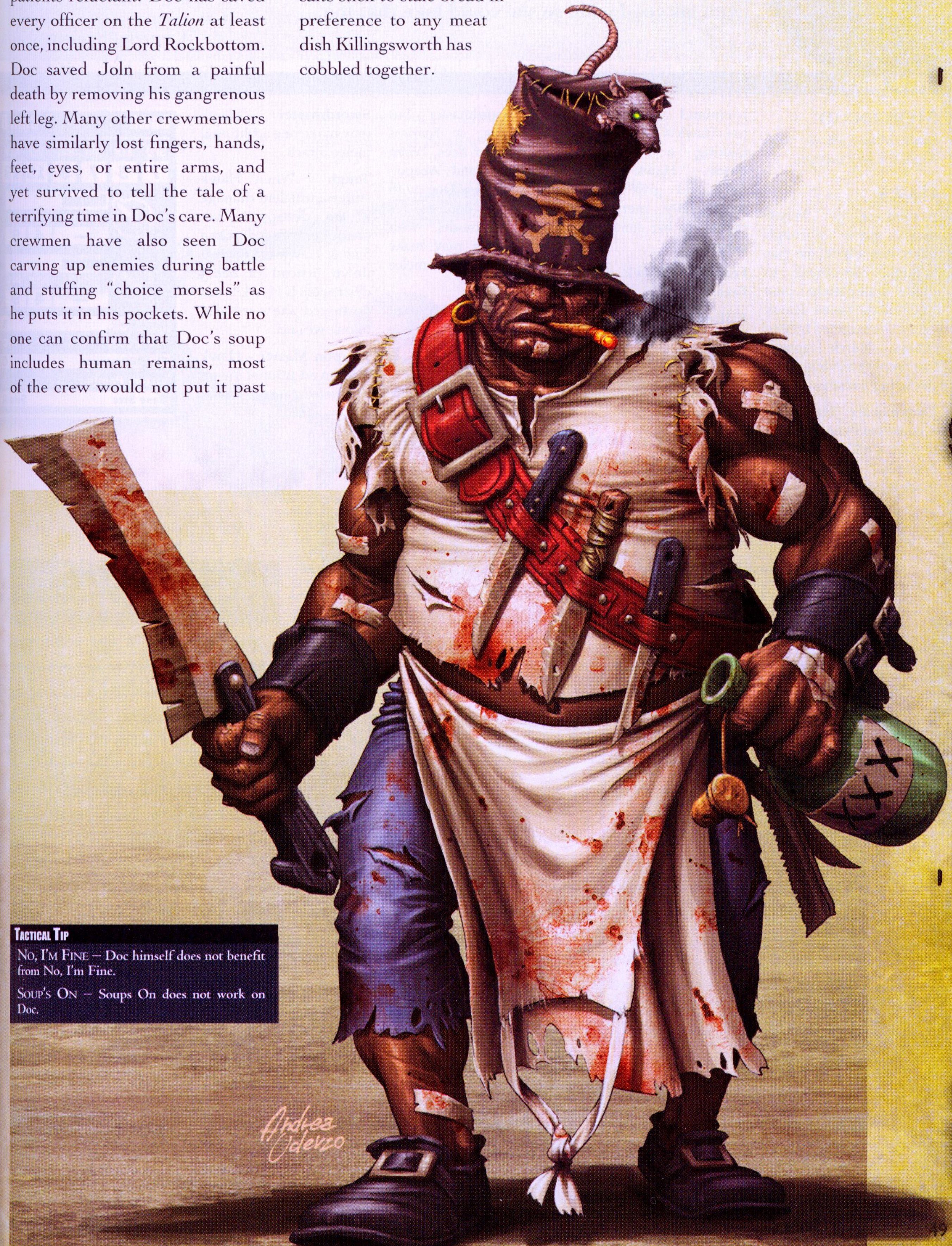
Creb 'Doc' Killingsworth finds his talent with sharp knives useful in his roles as both ship's cook and surgeon. Doc's patients do not share his enthusiasm for practicing "medicine", and often the mere threat of "treatment" convinces them to fight on. Unlike some other cooks or surgeons, Doc has no qualms about strapping on as many knives as he can gather and wading into the midst of battle.

Doc sees his participation in combat as a proactive measure. He reduces his potential workload by killing a few enemies himself and knows the wounded will come his way eventually regardless of where he ends up. Long practice hurling cutlery at the elusive rats aboard ship has made him a deadly throw. Those at the receiving end of his filthy knives often find themselves in excruciating pain from the old gore, spices, and foul sauces staining these blades.

Doc's background remains uncertain. He has variously claimed to be an Arjun from near Mercir, a Morridane from Corvis, a Sinari from Five Fingers, or a "black Tordoran" from Berck, although none of the Ordic crew had heard of the latter. In a crew boasting its share of eccentric personalities, most agree that Doc is seriously bent if not actually insane, though no one will say that to his face. The man strikes an intimidating figure striding the decks wearing his blood-spattered apron and bearing an enormous meat-cleaver. His perpetual scowl combined with his habit of brandishing knives gives the impression he is ready to murder anyone at any given moment should the mood strike him.

Creb appears to have drifted from ship to ship, following his own peculiar destiny, and more often decided where he wanted to work rather than having any captain hire him formally. Once aboard, the crew found themselves more or less stuck with him as he quickly supplanted the previous cook and took over the kitchen. Given that a ship's cook is often a man too badly injured to serve elsewhere, few ever raised any objection. Doc lacks formal training in anatomy or surgery and came by his skill through years of bloody practice on deck. He claims cutting apart meat or people amounts to more or less the same thing. He has never shown the slightest qualms about getting immersed in gore up to his elbows if required, chomping on a lit cigar all the while.

While his enthusiasm for surgery makes the men queasy, Captain Shae and his officers have learned that the man knows his business. His lack of concern over cleaning his knives—often coming fresh from the day's lunch or supper to cut out a bullet—makes patients reluctant. Doc has saved every officer on the *Talion* at least once, including Lord Rockbottom. Doc saved Joln from a painful death by removing his gangrenous left leg. Many other crewmembers have similarly lost fingers, hands, feet, eyes, or entire arms, and yet survived to tell the tale of a terrifying time in Doc's care. Many crewmen have also seen Doc carving up enemies during battle and stuffing "choice morsels" as he puts it in his pockets. While no one can confirm that Doc's soup includes human remains, most of the crew would not put it past him. Directly after a large melee many of the veteran salts stick to stale bread in preference to any meat dish Killingsworth has cobbled together.



TACTICAL TIP

No, I'm Fine – Doc himself does not benefit from No, I'm Fine.

Soup's On – Soups On does not work on Doc.

FIRST MATE HAWK

Mercenary Privateer Character Solo

> **I once saw her cut a man's sword hand off at the wrist, then bid him draw a knife with his good hand so she could take that too.**
>
> —Captain Phinneus Shae

SPECIAL RULES

MERCENARY

First Mate Hawk will work for any faction.

HAWK

Acrobatics - Hawk may move through other models if she has enough movement to move completely past the models' bases. Hawk cannot be targeted by free strikes. Hawk ignores intervening models when declaring a charge.

Commander - Hawk has a command range equal to her CMD in inches. Friendly mercenary models/units in her command range may use Hawk's CMD when making a command check. Hawk may rally and give orders to friendly mercenary models in her command range.

Fearless - Hawk never flees.

Killing Spree - When Hawk destroys an enemy model with a melee attack during her activation, she may make an additional melee attack.

Object of Desire - Friendly non-character Sea Dogs in Hawk's command range gain Fearless, Show Off, and Swordmaster but lose Gang. A Fearless model never flees. When resolving Hand Weapon attacks, a Sea Dog with Show Off doubles his STR. A model with Swordmaster may make one additional melee attack.

Sea Legs - Hawk cannot be knocked down.

Sucker! - If Hawk is directly hit by an enemy ranged attack, a friendly living warrior model within 2" of her is directly hit instead. Hawk's controller chooses which model is hit.

Swordmaster - Hawk may make one additional melee attack.

Tough - When Hawk suffers sufficient damage to be destroyed, her controller rolls a d6. On a 5 or 6, Hawk is knocked down instead of being destroyed. If Hawk is not destroyed, she is reduced to one wound.

Weapon Master - Hawk rolls an additional die on her melee damage rolls.

Hawk					Cmd
SPD	STR	MAT	RAT	DEF	AR
7	5	7	5	15	1

Cutlass		
SPECIAL	POW	P+
—	4	9

Cutlass		
SPECIAL	POW	P+
—	4	9

Damage	
Point Cost	3
Field Allowance	
Victory Points	
Base Size	Sm

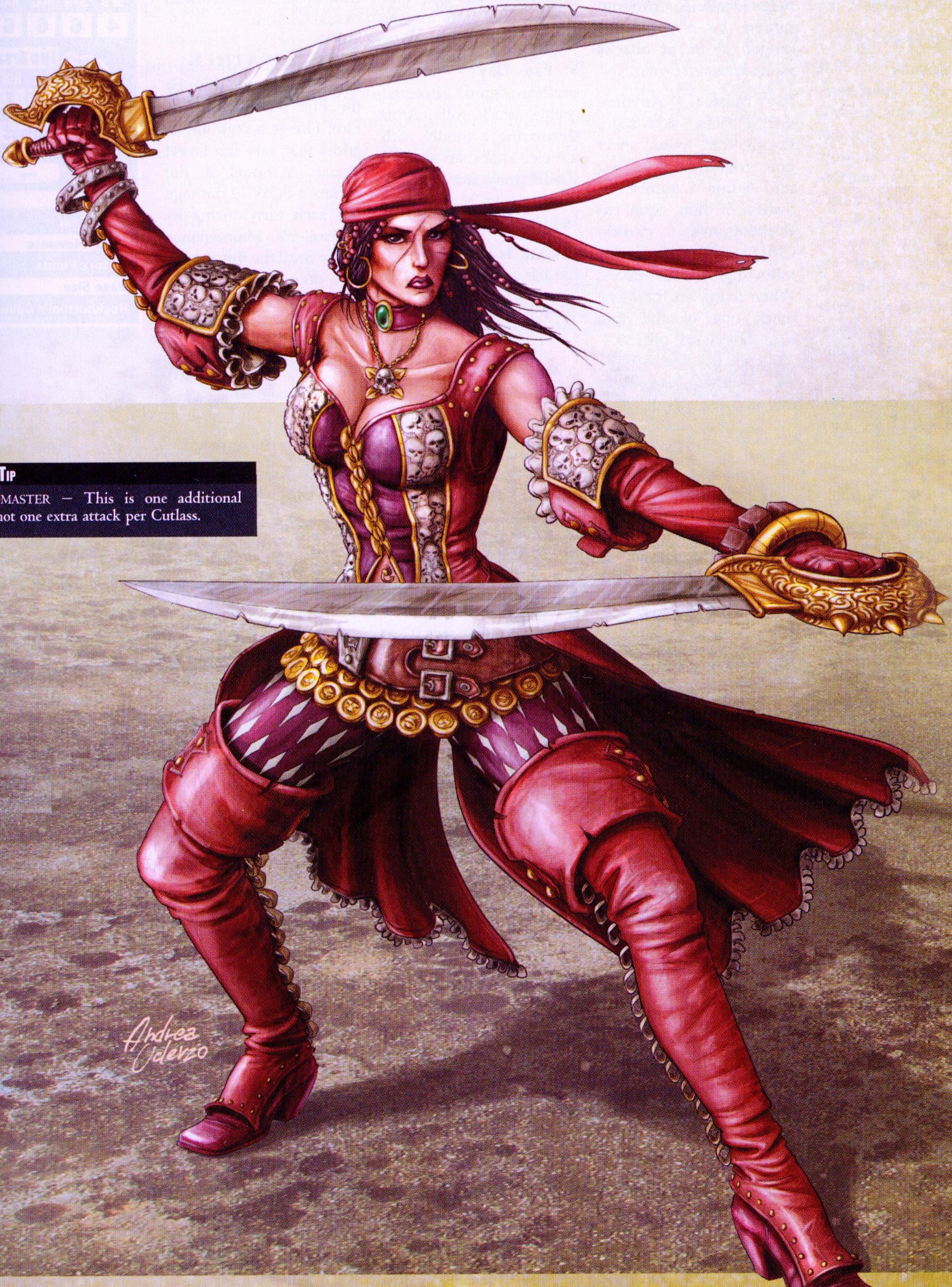
Responsible for keeping the Sea Dogs ready for action, Captain Shae's First Mate Hawk suffers neither fools nor sloth among the crew. She is a living legend and considered the most deadly bladeswoman ever to walk a deck on the western seaboard. She earned her reputation as a peerless killer well before joining the *Talion* or even the *Exeter*. Some claim she has killed more men than the rip lung. Hawk's nimble acrobatics and blinding speed make her nearly impossible to defend against. She moves through battle like a bird of prey, blithely ignoring inconsequential threats, and plunges down unseen from the heavens to strike when and where she pleases.

Less comfortable in social situations, Hawk only feels at home on a ship's deck or during a melee. Her taciturn and even abrasive manner gives her a peculiar kinship with her captain. Shae and Hawk fight, whether back-to-back or separated by half a ship, as a perfectly coordinated team that requires no communication beyond a single gesture or shouted word. Her example fires the men, who go to great lengths to catch even the slightest nod of her approval.

One cannot overstate Hawk's standing and reputation among the Talion's crew. While all admire Captain Shae and offer him due respect, they look to Hawk first and last, go silent when she passes, and hang on her every word. Some call this the lusty nature of sailors far from port, but Hawk has still greater impact. They desire her, but also live in awe of her, terrified of her skill and eager for any excuse to observe her in action. The fact that so many have died taking bullets meant for her only enhances her reputation.

Few know much of Hawk's past, and none know her given name, but a darkness she will not speak of lurks in her youth that adds fire and fury to her eyes. She has lived aboard ships as long as anyone remembers; legend has it she was born at sea and has never truly left water. Certainly she learned her craft as a child, for her fingers unconsciously perform the complex knots and ties required of sailors. Rumors say she began as a knife-fighter par-excellence and later mastered the cutlass. She claims to have never felt the slightest qualms at killing to defend her ship or to seize spoils. Even as a legitimate sailor aboard Mercarian League vessels she had an ominous reputation as an untamable, dangerous woman too valuable and skilled not to employ.

She served aboard the *Exeter* as master-at-arms and trained the sailors and marines. She joined the mutiny because she saw the captain as a threat to her men and felt a proprietary right to intervene in their defense. She has hinted that, had Shae not made his move, she would have rescued Rockbottom herself for pragmatic reasons rather than any affection for the dwarf. Rockbottom remains in her debt and she has informed him that he is not allowed to die before she collects. Hawk has a tense, enigmatic, and not well-understood relationship with Shae. No one has the courage to delve into its particulars. They know only that Shae trusts Hawk above all others on the *Talion,* she does as she wishes with or without specific orders, and acts in his stead as the situation requires. More often than not she serves as acting captain when at sea to free up the warcaster for other matters.



TACTICAL TIP

SWORDMASTER – This is one additional attack, not one extra attack per Cutlass.

LORD ROCKBOTTOM, EXPEDITION FINANCIER

Mercenary Privateer Character Solo

> **That dwarf can make a coin sit up, spin, even dance. We don't ask where the coins come from, so long as he keeps 'em coming.**
>
> —Mr. Walls, Quartermaster of the *Talion*

SPECIAL RULES

MERCENARY

Lord Rockbottom will work for any faction.

ROCKBOTTOM

Bought Loyalty - When a friendly mercenary model/unit fails a CMD check within a number of inches of Rockbottom equal to his current CMD, Rockbottom's controller may mark one of the five coin boxes on Rockbottom's card to cause the model/unit to pass the failed roll. After all five boxes have beem marked, Bought Loyalty can no longer be used.

Coin - Rockbottom gains +1 CMD for each unmarked coin box on his card.

Feign Death - Rockbottom cannot be targeted by ranged or magic attacks while knocked down.

Pay Master - Anytime during his activation, Rockbottom may affect one friendly Sea Dog unit within a number of inches of him equal to Rockbottom's current CMD with one of the following incentives. When using an incentive mark one of the five coin boxes on his card. After all five boxes have been marked, no more incentives may be used.

- **Money Shot** - Affected models gain +2 to ranged attack and damage rolls. Money Shot lasts for one round.
- **Pay Day** - Affected models gain boosted melee attack rolls. After destroying a model with a melee attack, an affected model may immediately move up to 2". Pay Day lasts for one turn.
- **Walk It Off** - Affected models gain Tough.

Tough - When Rockbottom suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Rockbottom is knocked down instead of being destroyed. If Rockbottom is not destroyed, he is reduced to one wound.

FIRE BREATHER

Fire - Target model hit by the Fire Breather suffers Fire. Fire is a continuous effect that sets the target ablaze. A model on fire suffers a POW 12 damage roll each turn during its controller's Maintenance Phase until the fire expires on a d6 roll of 1 or 2. Fire effects are alchemical substances or magical in nature and are not affected by water.

Rockbottom **Cmd 6**

SPD	STR	MAT	RAT	DEF	AR
4	6	6	6	12	14

Fire Breather

RNG	ROF	AOE	POW
SP	1	—	12

Cutlass

SPECIAL	POW	P+S
—	4	10

Damage	5
Point Cost	2
Field Allowance	C
Victory Points	1
Base Size	Smal
Rockbottom's Coins	5

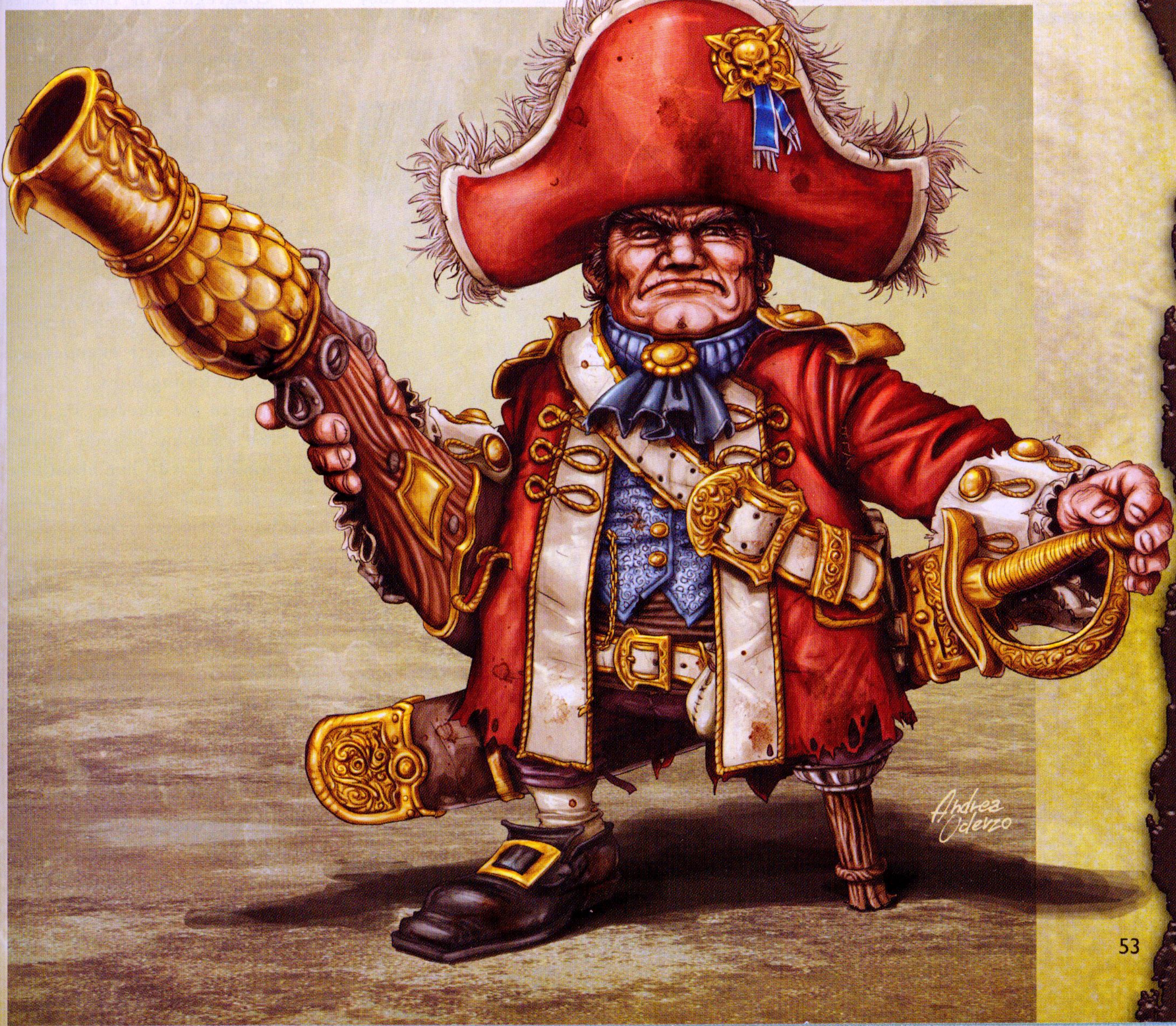
Few aboard the *Talion* present a more striking appearance than the Rhulic "Lord" Joln Rockbottom. He stands at attention in the forecastle whenever the ship enters a port wearing a well-tailored bright red jacket with polished brass buttons and a tremendous bicorn hat perched precariously atop his head. Comical though he may appear to outsiders, none who have sailed for long on the *Talion* would dare comment or even so much as chuckle where he could hear it. The dwarf has a position of singular importance among the crew, and has a deadlier skill with his weapons than appearances suggest.

It is not his combat prowess that restrains the men. Lord Rockbottom acts as treasurer, keeps all of the ship's finances, and pays the crew. His dizzying proliferation of contacts and business associates keep the *Talion* working, and his bribes and complex negotiations cloud the legal status of the vessel and its crew. While they have a reputation as pirates in many ports, Rockbottom works to obscure these charges and arranges just enough of an air of legitimacy to maintain the operation. Without Lord Rockbottom, the *Talion* could likely not maintain its extremely aggressive posture and still find any welcome ports.

Rockbottom takes offense to characterizations of Rhulfolk as greedy meddlers. He insists most Rhulfolk are good-hearted with minds focused on their families and on refining their respective crafts. Joln explains he has chosen to master the "craft" of speculative finance as a sacred calling emulating Great Father Ghrd, the patron of wealth. Joln Rockbottom does not dwell on the exact conditions whereby he came to leave Rhul or the status of his "lordship" and offers only vague answers to direct questions. Rumors circulate regarding a dispute with the Moot of the Hundred Houses over a breach in the Edict of Ownership that lacked sufficient evidence to have Joln executed or branded, and some speculate that he chose a life at sea in an attempt to obey their dictates to stay as far from Rhul as physically possible. He still has some friends in both the Glass Peaks and Cygnaran dwarven conclaves and an ally or two in the Searforge Commission.

At first glance Rockbottom's former association with the cutthroat Mercarian League seemed a perfect match. However his own greed and penchant for constructing webs of delicate alliances eventually caught up with him and soured his relationship with the organization. No one knows the full extent of Rockbottom's dealings, but he has kept company with Cryxian smugglers, Khadoran kayazy, and Caspian inventors, sometimes all in the same day. He believes that a well-placed coin can solve nearly all of life's political or legal difficulties. This philosophy backfired in his position as paymaster and financier for the *Exeter* and put him at cross-purposes with her captain. In truth Rockbottom was guilty of many of the charges leveled against him, although he had no desire to supplant the captain. Rockbottom prefers to lead men indirectly.

The efforts put forward to save his life in the *Exeter's* brig genuinely moved Joln, and he holds no grudge against Doc for removing his gangrenous leg. Most of the crew place Rockbottom on an equal footing with Captain Shae, and he may well be the lynchpin that holds the *Talion* together. His financial prowess and political acumen perfectly complement Shae's bold courage and fierce tactical brilliance. Rockbottom seems at ease aboard the pirate vessel among those comforts and luxuries he has earned through pillage at sea or his myriad side deals. No one aboard the *Talion* resents that Rockbottom never lifts a hand to help with mundane tasks. They would never expect it of him, and to those aboard the ship the status of his "lordship" is never in question.



SEA DOGS

Mercenary Privateer Unit

> **Nice thing about our men is it don't take a lot of drillin', marchin', and speech makin' to get them riled up proper, just a slug of warm rum before the fight.**
>
> —Mr. Walls, Quartermaster of the *Talion*

Mate					**Cmd 7**
SPD	STR	MAT	RAT	DEF	ARM
6	5	6	5	13	12

Swab					**Cmd 5**
SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	13	12

Pistol			
RNG	ROF	AOE	POW
8	1	—	10

Hand Weapon		
SPECIAL	POW	P+S
—	3	8

Leader & 5 Troops	59
Up to 4 Additional Troops	9ea
Field Allowance	U
Victory Points	2
Base Size	Small

SPECIAL RULES

MERCENARY

Sea Dogs will work for any faction.

MATE

Leader

UNIT

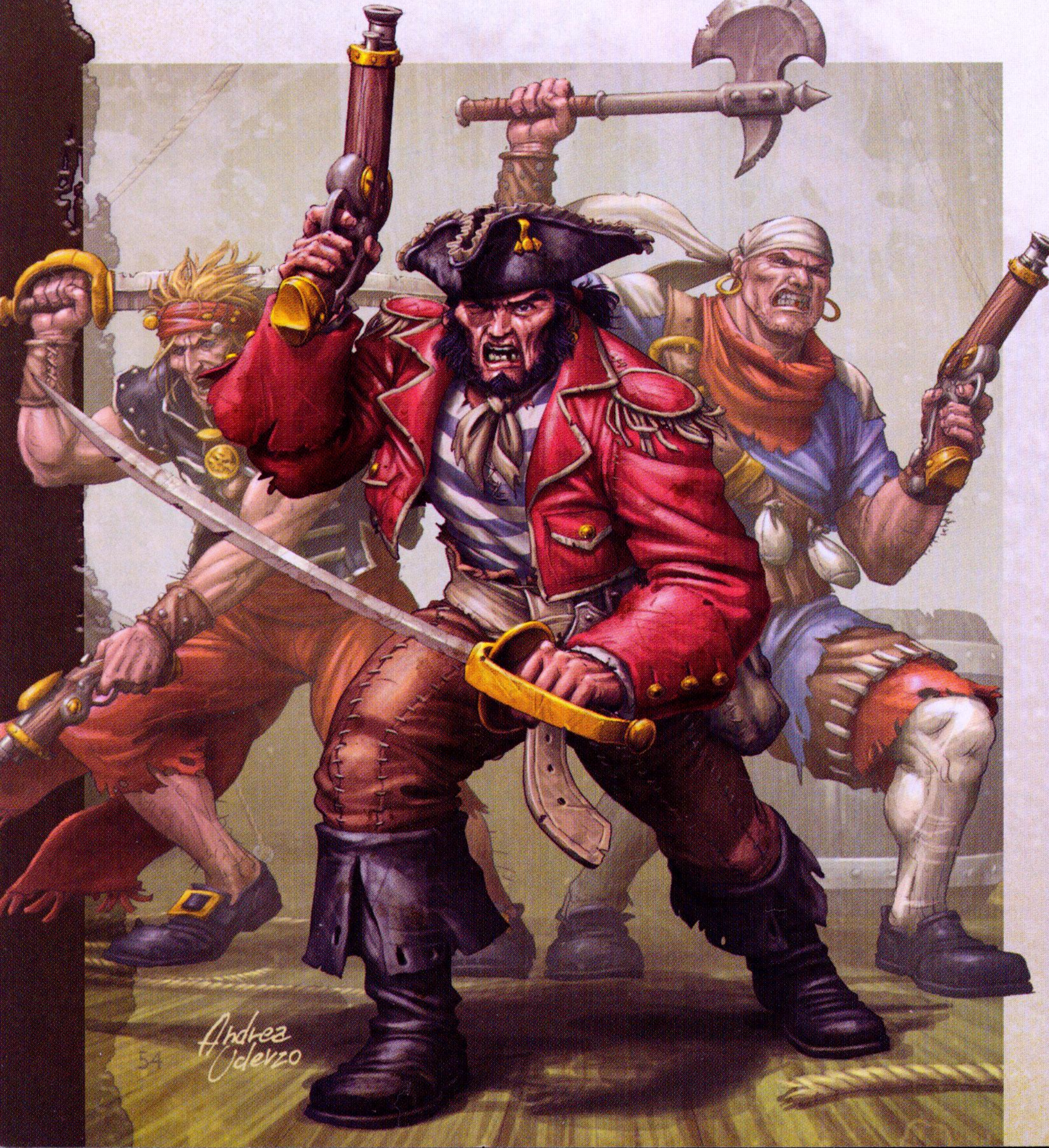
Gang - A Sea Dog gains +2 to attack and damage rolls when making a melee attack targeting an enemy model in melee range of another model in this unit.

Point Blank - A Sea Dog may make a melee attack with his Pistol targeting a model in melee range. Use the Sea Dog's current MAT when resolving this attack. If the attack succeeds, the target suffers a damage roll equal to the POW of the Pistol. A Sea Dog does not roll an additional damage die on Pistol charge attacks. A Sea Dog cannot make free strikes with his Pistol.

The Sea Dogs are motley pirates mustered together from disreputable coastal taverns and wharves and hungry for spoils. Barely kept in check by grizzled mates, these sword and pistol armed salts serve any master offering a big enough share of the take. What they lack in training and manners they make up for with frightening bluster, enthusiastic avarice, and drunken debauchery.

Men like these haunt coastal ports from Uldenfrost to Sul, but congregate in those places where men would rather smuggle than trade and settle disputes with blades rather than words. Places like Dreggsmouth, Five Fingers, Clocker's Cove, and Blackwater commonly give rise to such brigands, generally of little loyalty but excellent in a fight. They have a deserved reputation for exploiting any numerical advantage and the chaos of battle to overwhelm their enemies and deliver the killing blow.

Some of the veteran Sea Dogs in Shae's employ actually served, and mutinied, with him aboard the *Exeter* and assisted in his vengeance against that ship's captain. These favored men receive greater status and a larger share of the spoils for their seniority. They relate tales of the captain to the recruits constantly brought in as replacements, continuing the legacy and adding to their captain's legend. These old salts keep the younger ones on task to a point, as each takes a fierce pride his freedom. After all, they embraced life as a pirate or privateer to avoid answering to other men for their actions.



SEA DOG RIFLEMAN

Mercenary Privateer Sea Dog Special Weapon Attachment

> **Bet ye ten crowns I can give that rigs watchman a third eye afore he even notices our ship creepin' up behind 'em.**
>
> —Gast Lartigler, rifleman of the *Talion*

Any Sea Dog worth his salt can lay claim to an old pistol, but those boasting an accurate long rifle are doubly prized for being able to lay down fire at nearly twice the distance. Such shots from atop the crow's nest or the ship's prow can make all the difference by picking off enemy officers and boarders before the ships can close.

Captain Phinneus Shae has seen first-hand the deadly effectiveness of good rifle fire during many engagements, but with resources in their current state such guns remain scarce. Given the short, at best, life expectancy of a Sea Dog it falls to individual privateers to buy and maintain such weapons. This also means the rifles frequently change hands in the heat of battle as a rifleman's nearest friend "inherits" the gun when its owner suffers a fatal wound. The cutthroat Sea Dogs enthusiastically embrace these opportunistic windfalls as an expected part of pirate life.

While each man owns his own rifle, Quartermaster Walls is frugal when it comes to supplying powder from the ship's stores. Walls reserves most of the powder for the cannons, and a ship at sea cannot carry enough for random shots at every passing sea-bird or shark. Anyone caught firing haphazardly can expect a thorough flogging. While they stay in the good graces of the officers, however, a rifleman who shows a talent for shooting might receive a small bonus share as well as extra rum for each kill attested to by witnesses.

SPECIAL RULES

RIFLEMAN

Combined Ranged Attack - Instead of making ranged attacks separately, two or more Sea Dog Riflemen in the same unit may combine their attacks against the same target. In order to participate in a combined ranged attack, a Rifleman must be able to declare a ranged attack against the intended target and be in a single open formation group with the other participants. The Rifleman with the highest RAT in the attacking group makes one ranged attack roll for the group and gains +1 to the attack and damage rolls for each Rifleman, including himself, participating in the attack.

Gang - A Sea Dog gains +2 to attack and damage rolls when making a melee attack targeting an enemy model in melee range of another model in this unit.

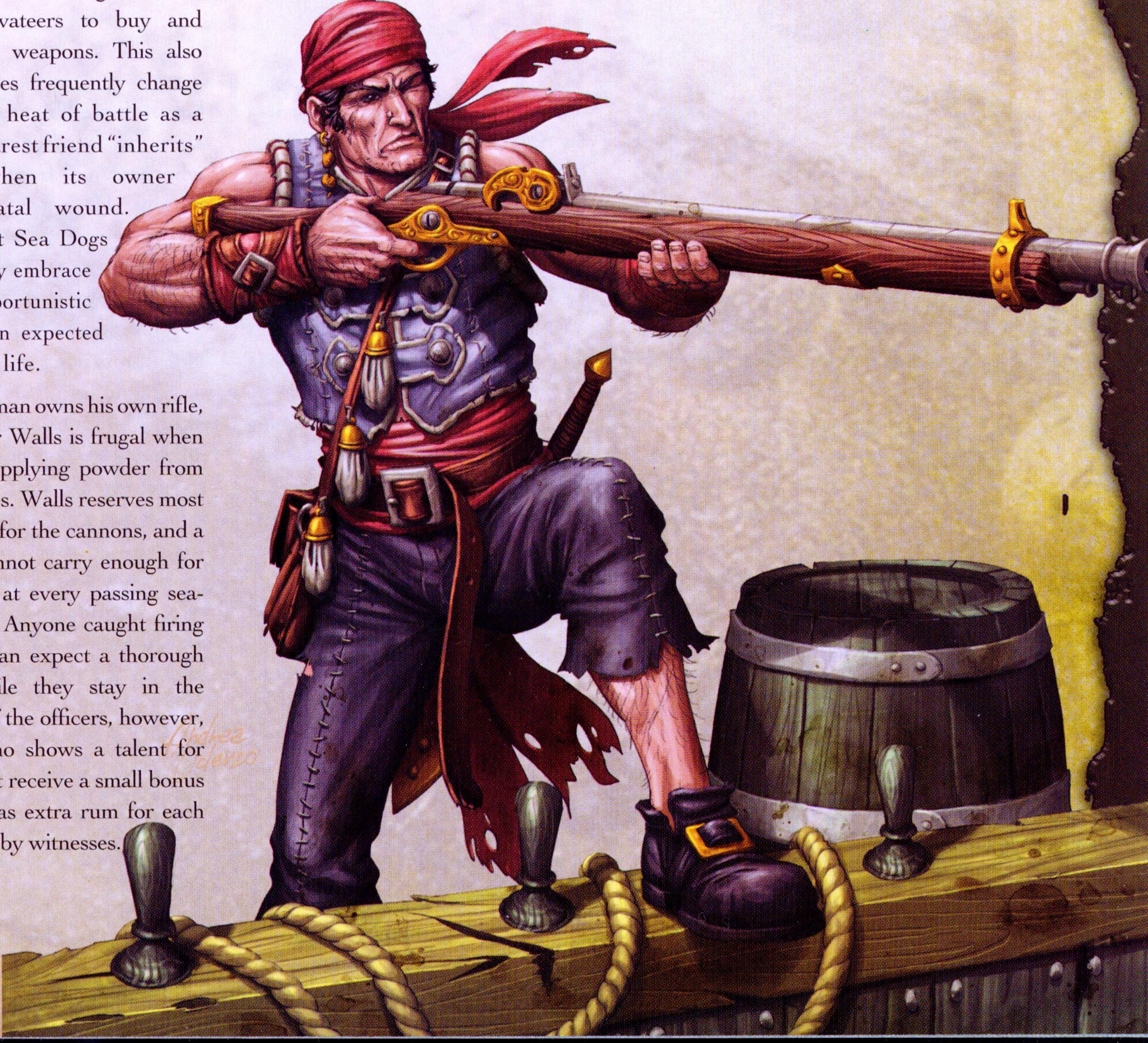
Take Up - When a Rifleman is destroyed or removed from play, a Swab in his unit within 1" of him may take up his arms. Remove the Swab model from the table and replace it with the Rifleman model. Effects, spells, and animi on the replaced Swab are applied to the new Rifleman model. Effects, spells, and animi on the destroyed Rifleman expire.

Rifleman					**Cmd 5**
SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	13	12

Long Rifle			
RNG	ROF	AOE	POW
14	1	—	10

Hand Weapon		
SPECIAL	POW	P+S
—	3	8

1 Rifleman	11
Up to 2 Additional Troops	11ea
Field Allowance	U
Victory Points	+0
Base Size	Small



MR. WALLS, THE QUARTERMASTER

Mercenary Privateer Character Sea Dog Unit Attachment

Come a fight, he's the last one to worry about. Seen 'im take four bullets in the gut without flinching and keep on firing.

—'Doc' Killingsworth

SPECIAL RULES

MR. WALLS

Gang - See Sea Dog stat card for description.

Monkey Bite - Living enemy models suffer -2 to melee attack rolls while in melee with Mr. Walls.

No Quarter - Once per game Mr. Walls may use No Quarter. This round the Sea Dogs in his unit that charge do so at SPD +5", may charge across rough terrain and obstacles, and gain Fearless and Terror. A Fearless model never flees. Enemy models/units in melee range of a model with Terror and enemy models/units with a model with Terror in their melee range must pass a command check or flee.

Officer - Mr. Walls is the unit leader.

One Eyed - At the start of the Sea Dogs' activation, determine the range of Mr. Walls' Hand Cannons. The Hand Cannons have a range of d6 +6". Roll once for both Hand Cannons. Mr. Walls never gains an aiming bonus.

Pistolier - Mr. Walls has a melee range of 1/2".

Point Blank - Mr. Walls may make a melee attack with his Hand Cannons targeting a model in melee range. Use Mr. Walls' current MAT when resolving this attack. If the attack succeeds, the target suffers a damage roll equal to the POW of the Hand Cannon. Mr. Walls does not roll an additional damage die on Hand Cannon charge attacks. Mr. Walls cannot make free strikes with his Hand Cannons.

Tactics: Advanced Deployment - Models in Mr. Walls' unit gain Advance Deployment. Place models with Advance Deployment after normal deployment, up to 12" beyond the established deployment zone.

Tough - When Mr. Walls suffers sufficient damage to be destroyed, his controller rolls a d6. On a 5 or 6, Mr. Walls is knocked down instead of being destroyed. If Mr. Walls is not destroyed, he is reduced to one wound.

Mr. Walls					**Cmd 8**
SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	13	12

Hand Cannon			
RNG	ROF	AOE	POW
*	1	—	12

Hand Cannon			
RNG	ROF	AOE	POW
*	1	—	12

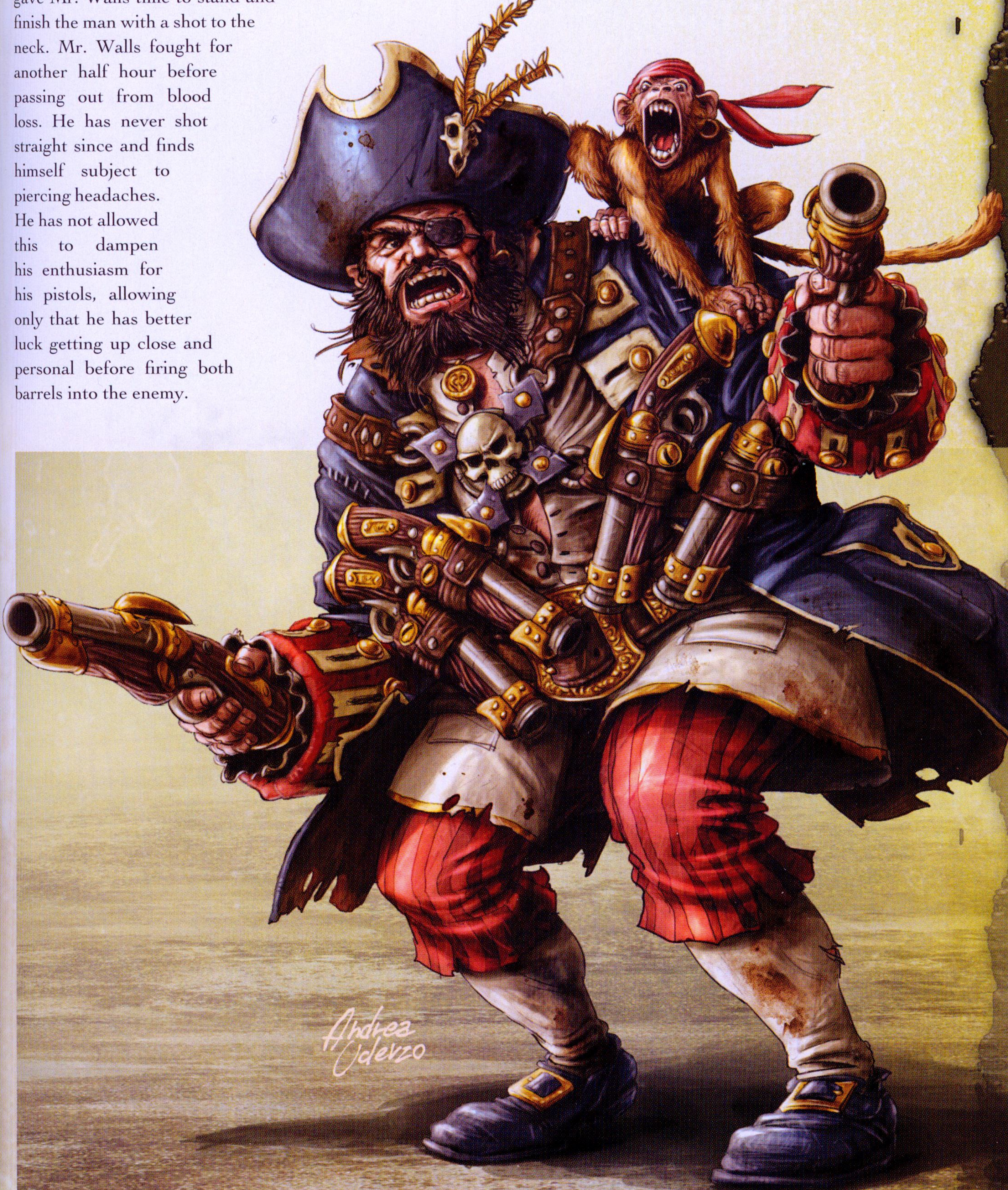
Damage	5
Point Cost	22
Field Allowance	C
Victory Points	+1
Base Size	Small

On a ship boasting more than its share of toughened and battle-hardened old salts, some men still rise to special prominence. Mr. Walls, the senior Quartermaster of the *Talion*, boasts more combat experience than anyone in the crew including Captain Shae. Ten years the captain's senior, Walls earned a reputation for leaping to the fore of any altercation with pistols blazing and rarely carries less than three braces of hefty, well-oiled firearms on his person. Mr. Walls always has his pet monkey Stubs, a prize from a trip to the continent of Zu, on his shoulder. The Quartermaster tolerates no mistreatment of the monkey and spoils Stubs with food from his own table and a portion of his rum rations.

Mr. Walls displays two distinct demeanors. On the one hand, he is a stern taskmaster accepting no excuses from his men. On the other hand, he often intercedes on his crew's behalf with other officers and always stands ready to fight alongside them in a scrap. This soft spot has occasionally gotten him in trouble over the years as he sometimes bends the rules for his men. Aboard the *Exeter*, Mr. Walls did what he could to reduce the impact of the "Commodore's" cruelties and draconian punishments. He visited the men in the brig as often as he could and risked his own hide to sneak them extra shares of bread and water.

This concern led Mr. Walls to take a key role in the mutiny, a fact not widely known. Mr. Walls told Captain Shae of the treatment of Joln Rockbottom and prompted the warcaster to confront the former captain. That incident got Shae thrown overboard and Mr. Walls still feels guilty about this. Perhaps this sense of obligation has prompted him to keep looking after the men, particularly those who survive from the original mutiny. He often spends much of his share buying the crew rounds at any local tavern. For all his generosity, the pirate life has hardened Walls into a grim and unforgiving man. He knows that many hunt the *Talion* for the sizable bounties and that they risk all their lives every time they put to sea. He has accepted that they take what work they can get and tries not to dwell on the fate of those they leave drowning in the deep. He puts aside such thoughts and focuses on his loyalty to Shae and his duty to keep his men in line.

Mr. Walls doesn't talk about the loss of his eye, but Doc relates the story whereby Walls took a bullet in the face during a boarding action against raiders out of Blackwater. The quartermaster fell to the deck as the Scharde who shot him, thinking him a corpse, stepped past. Stubs leapt on the man and bit him with such force it gave Mr. Walls time to stand and finish the man with a shot to the neck. Mr. Walls fought for another half hour before passing out from blood loss. He has never shot straight since and finds himself subject to piercing headaches. He has not allowed this to dampen his enthusiasm for his pistols, allowing only that he has better luck getting up close and personal before firing both barrels into the enemy.



Clear the decks! The Privateers, lead by Captain Phinneus Shae prepare to board a Cryx vessel.

Bosun Grogspar's harpoon gun brings a whole new meaning to the term "boom stick".

A Khadoran force attempts to defend a tomb that is ripe for the plundering!

The Privateers take it to the streets and burst through a makeshift Cygnaran blockade.

A Privateer Staff WARMACHINE Battle Report

MAN the GUNS!

Featuring Privateers vs. Cygnar

No Quarter Battle Reports get you into the thick of combat. Get inside the head of each player and learn about their tactics and strategies, army-building skills, and sometimes, their mistakes and brilliant epiphanies.

By ***Kevin Clark*** *and* ***Jason Soles***

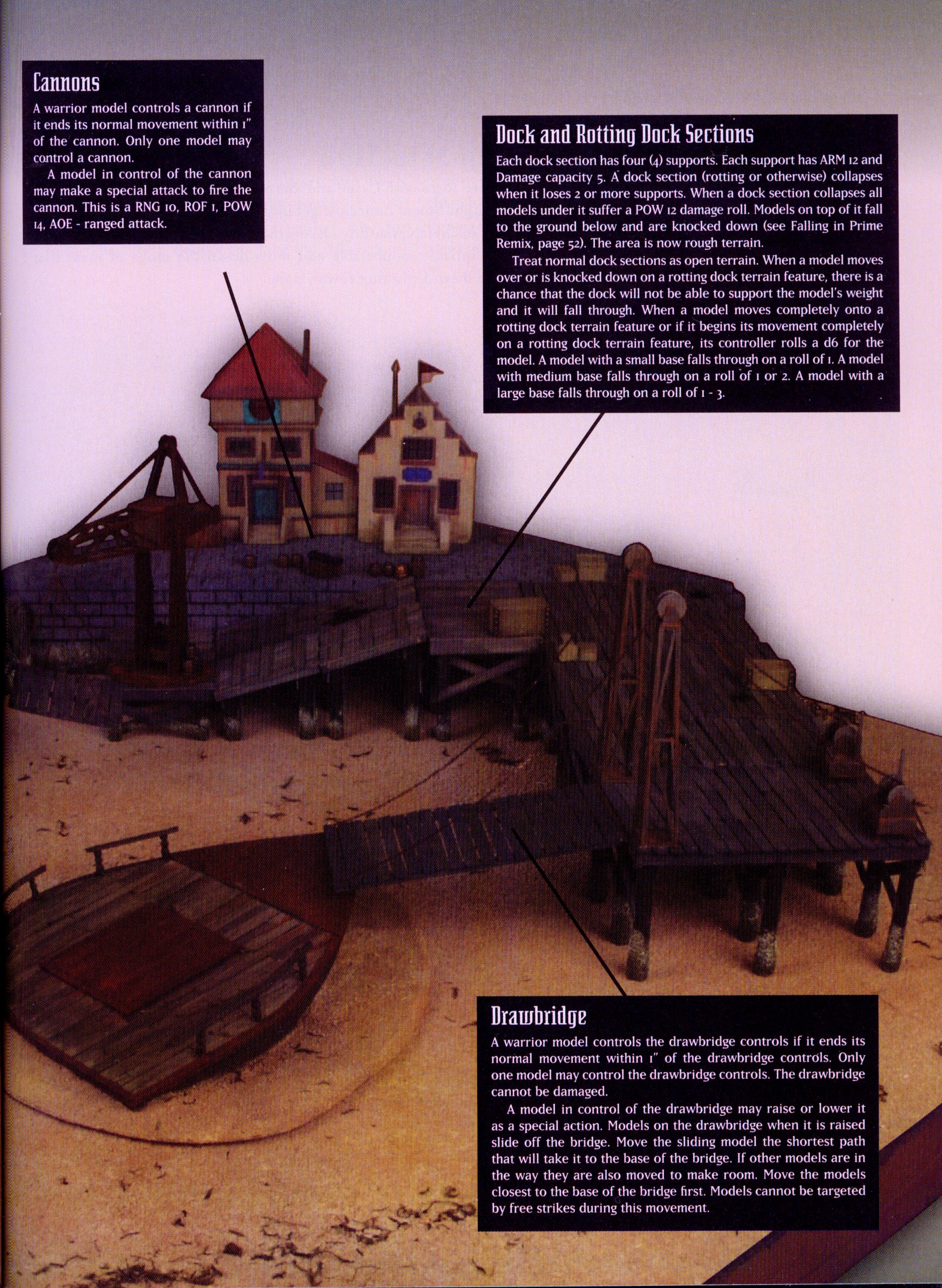
Art by ***Abrar Ajmal****,* ***Imaginary Friends Studios****, and* ***Andrea Uderzo***

With the release of the new Privateer mercenary force this month, the Development Team decided to take them out for a bit of looting on the docks of some unsuspecting Cygnaran port town. Kevin Clark and Jason Soles hunkered down to build 750-point armies and truly test the mettle of these salty swabs. As an added twist, the two forces would face off using the dockside terrain featured in No Quarter #11 and additional terrain pieces showcased in this issue (see Terrain, page 24).

Both players decided before starting that Kevin would set up his Cygnaran force first and Jason's Privateers would take the first turn, which seemed to even out the advantages one side would receive for taking the high ground on the unusual terrain setup. In addition, the pre-game war counseling meant that the Talion Charter Contract's Crows Nest ability had no effect on this particular game (see the contract on page 39)—we wanted to see how a straight up force of Privateers could handle a group of landlubbers.

The Battlefield

The battle takes place alongside a pier during low tide—a sunken ship's bow juts up out of the briny sand. The Privateers apparently are making a beach assault, giving the Cygnar defenders the high ground, but with limited mobility. The Battle Report makes use of some of the special terrain rules found in both this issue and in No Quarter #11. Here are the rules again for those terrain ellements that came into play during the Battle Report.



Cannons

A warrior model controls a cannon if it ends its normal movement within 1" of the cannon. Only one model may control a cannon.

A model in control of the cannon may make a special attack to fire the cannon. This is a RNG 10, ROF 1, POW 14, AOE - ranged attack.

Dock and Rotting Dock Sections

Each dock section has four (4) supports. Each support has ARM 12 and Damage capacity 5. A dock section (rotting or otherwise) collapses when it loses 2 or more supports. When a dock section collapses all models under it suffer a POW 12 damage roll. Models on top of it fall to the ground below and are knocked down (see Falling in Prime Remix, page 52). The area is now rough terrain.

Treat normal dock sections as open terrain. When a model moves over or is knocked down on a rotting dock terrain feature, there is a chance that the dock will not be able to support the model's weight and it will fall through. When a model moves completely onto a rotting dock terrain feature or if it begins its movement completely on a rotting dock terrain feature, its controller rolls a d6 for the model. A model with a small base falls through on a roll of 1. A model with medium base falls through on a roll of 1 or 2. A model with a large base falls through on a roll of 1 - 3.

Drawbridge

A warrior model controls the drawbridge controls if it ends its normal movement within 1" of the drawbridge controls. Only one model may control the drawbridge controls. The drawbridge cannot be damaged.

A model in control of the drawbridge may raise or lower it as a special action. Models on the drawbridge when it is raised slide off the bridge. Move the sliding model the shortest path that will take it to the base of the bridge. If other models are in the way they are also moved to make room. Move the models closest to the base of the bridge first. Models cannot be targeted by free strikes during this movement.

Cygnar • Kevin Clark

Troop Selection

I decided to go with Caine and lots of guns to deal with the Privateers. I brought Storm Lances to get into Jason's back line and Defenders because of their versatility. Everything else came along to kill off his solos as quickly as possible and mow down the mobs of meat that I know he'll send running towards me.

Kevin's Cygnar Army

Lieutenant Allister Caine	67	CA
Defender x2	244	DF
Journeyman Warcaster	25	JW
Stormsmiths x3	36	SS
Gun Mage Captain Adept	32	GM
Storm Lances (3)	93	SL
Trenchers (10)	135	TR
+ Trencher Officer & Sharpshooter	41	TO SP
+ Trencher Grenade Porter	16	GP
Captain Maxwell Finn	31	MF
Eiryss, Mage Hunter of Ios	29	ER
Total:	**749**	

Privateers come on fast and if I don't pare down enough of his mob, I am in serious trouble. I'll use the Trenchers to hold off the troops while I clean up the solos. The Storm Lances can take out that bloody cannon and maybe even work a 'jack or two if the chance comes. Shae is slippery, but relatively soft. One or two lucky shots and I'll have him. Let's hope Jason gives me those shots!

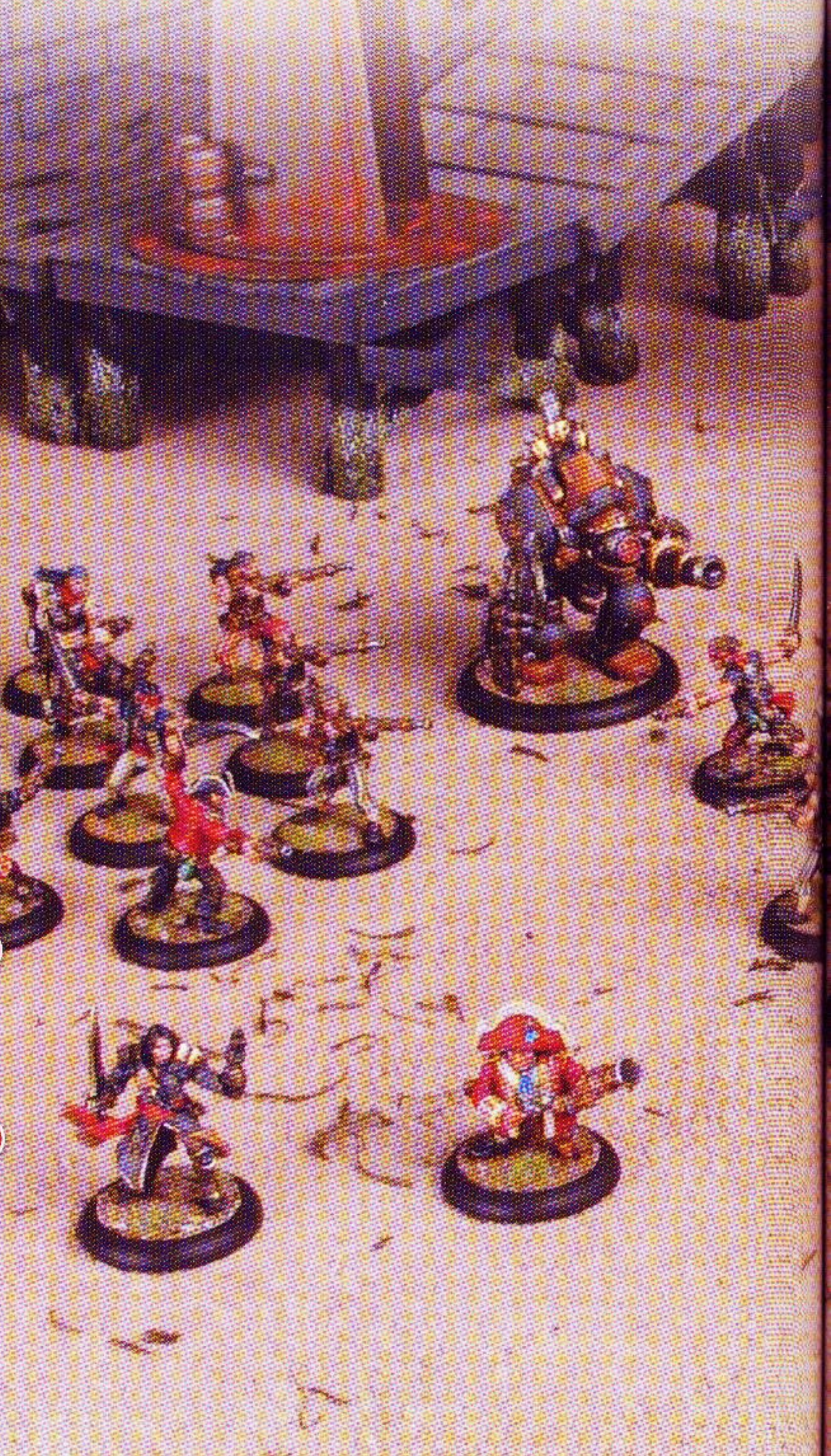
Privateers • Jason Soles

Troop Selection

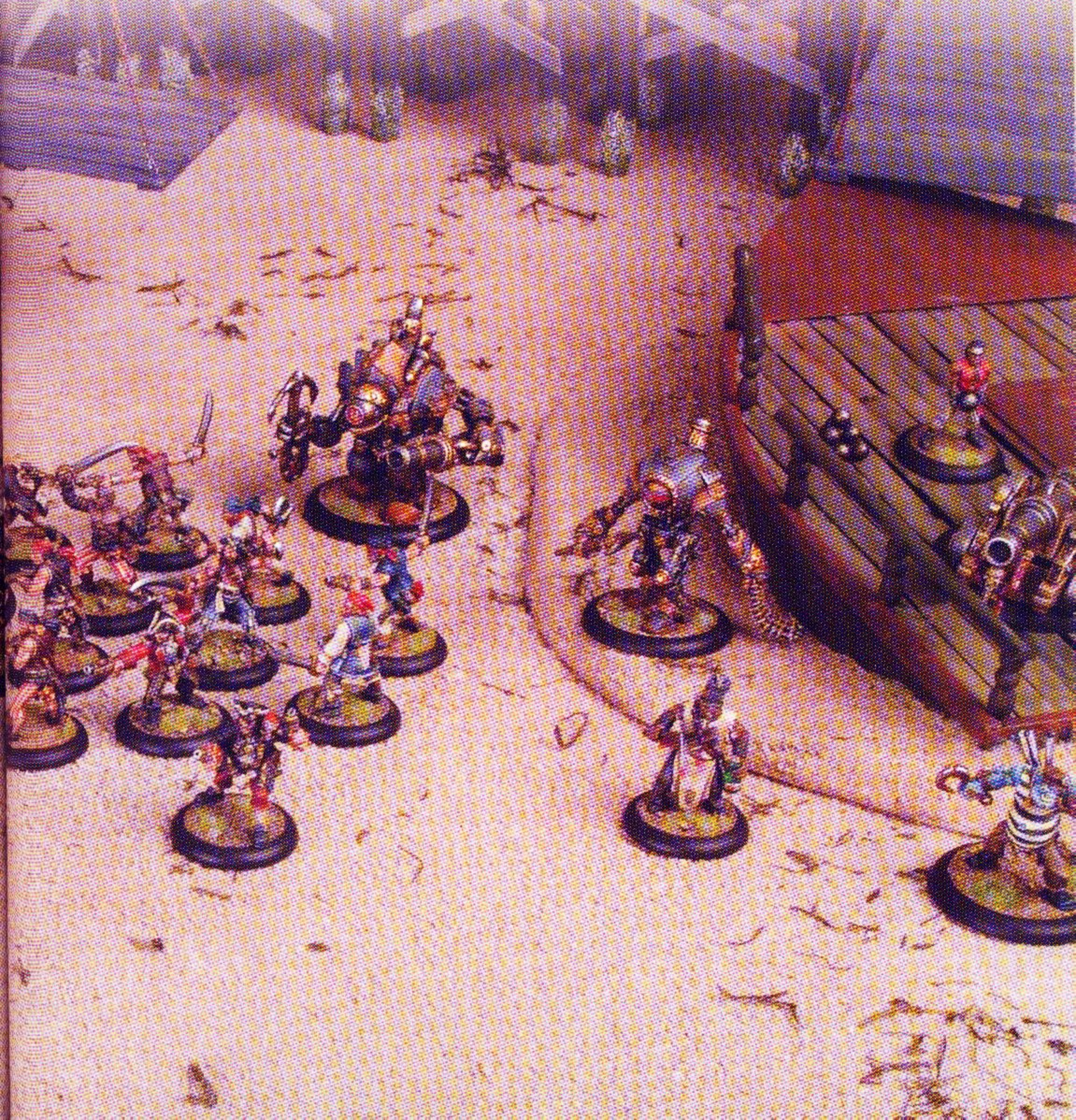
I took every Privateer model and unit at least once, including two units of Sea Dogs with three Riflemen each. Having only three models in a unit with combined ranged attack may not seem like much, but I've found them amazingly versatile in action.

Jason's Privateers Army
[Talion Charter Contract]

Captain Phinneus Shae	67	CS
Mariner Heavy Warjack x2	220	MA
Buccaneer Light Warjack	61	BU
The Commodore Cannon & Crew	43	CN CM
First Mate Hawk	30	HK
Bosun Grogspar	26	GS
Lord Rockbottom	21	RB
Sea Dogs Unit (10)	95	SD SM
Mr. Walls	22	MW
+ 3 Riflemen	33	SR
Sea Dogs Unit (8)	77	CD
+ 3 Riflemen	33	SR
Doc Killingsworth	19	DC
Total:	**747**	



A Talion Charter army is extremely fast and every model is a stone-cold killer in melee. Mariners and the Commodore Cannon and Crew provide some serious ranged punch. The thing I need to keep in mind is the Privateer vulnerability to attrition. If my solos go down, I lose a tremendous amount of synergy and offensive punch from my bloody bastards. I'll have to close in quick and take out his warcaster before he knows what hit him.



Deployment

Kevin • Cygnar

When it came to deployment, I set up a strong center as I expected his hordes of Sea Dogs to quickly flank me. I positioned the Storm Lances on the ground so they could charge across the sand, take out that incredibly mean cannon, and force him to split his units on the ground for a nice bit of "divide and conquer".

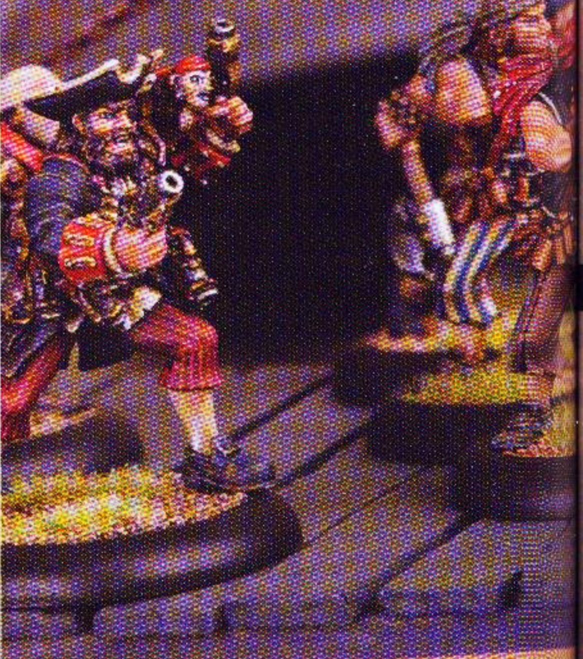
I placed my Defenders, the Gun Mage Captain Adept, and my Journeyman Warcaster all front and center for maximum efficiency. Lieutenant Allister Caine took up position in the middle so he could move to protect either flank. Jason's forces definitely out pace me, but I will decide where this fight happens, not him. The dock grants me high ground and forces him up two narrow paths. Guns behind a bottleneck — now that's a classic!

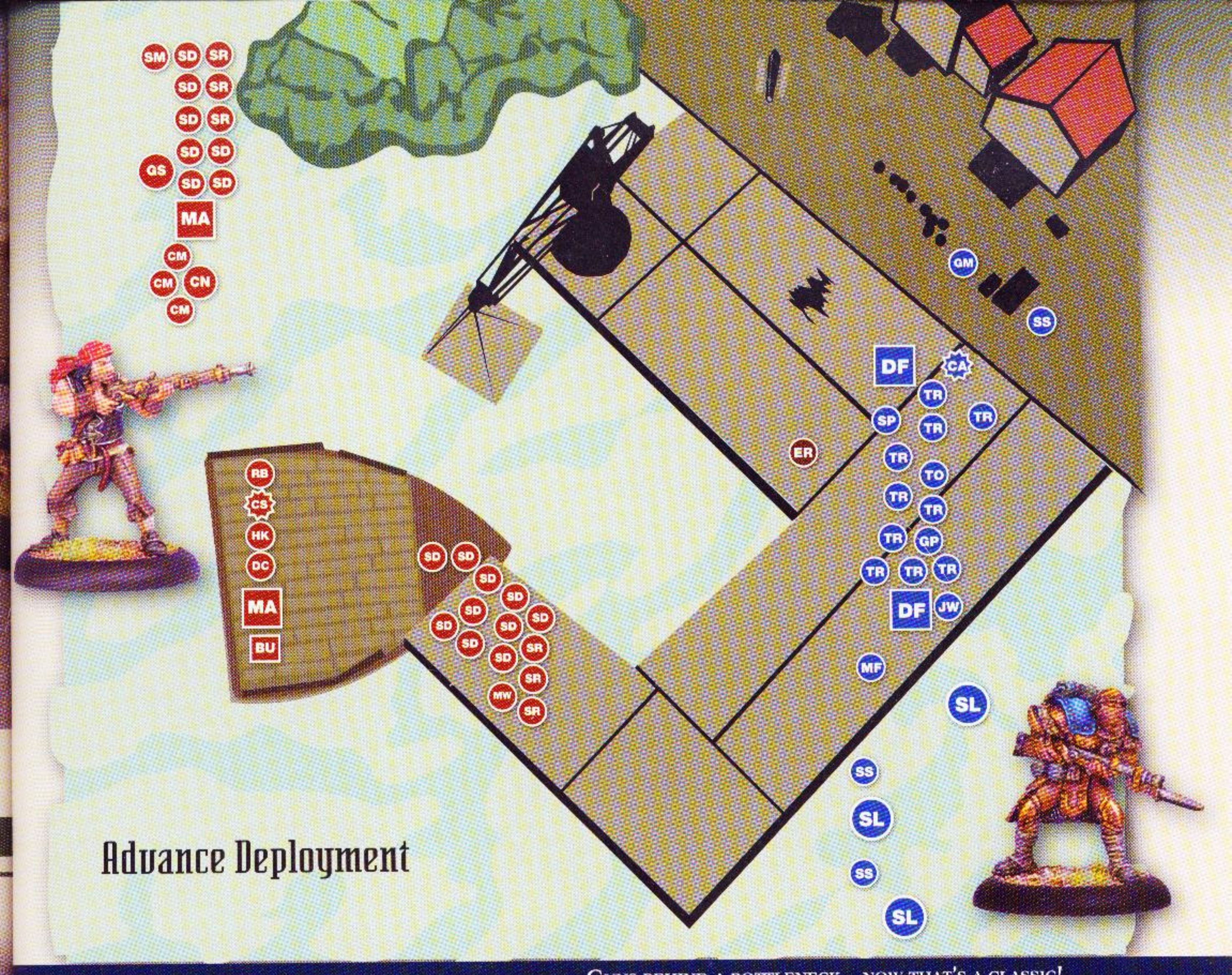
Deployment

Jason • Privateers

Kevin took Caine. AND Storm Lances. *[expletive deleted]*. I mean: "Huh, that makes things interesting!" Those Storm Lances will murder anything I leave on the sand, and the Stormsmiths will surgically reduce my beloved solos to ash. Suddenly I am feeling a bit more reactive than I did a minute ago. My plan remains intact, however: storm the docks, kill or burn everything in my path, reduce his warjacks to scrap, and drink rum from Caine's skull.

Looking over Kevin's deployment, I decided to split my forces. I placed a unit of Sea Dogs on each flank, with Bosun Grogspar leading the left. I weighted the right flank heavily with my warcaster, a Buccaneer, a Mariner, and the rest of my solos. Unfortunately, this gave away where Mr. Walls and his Sea Dogs will deploy. I placed the Commodore Cannon Crew and a second Mariner in the middle of the table to offer some protection from those Storm Lances. Between the Commodore and the Mariners, I hoped to soften up his warjacks before my motley crew converges in the middle of the table for mop up.





Advance Deployment

GUNS BEHIND A BOTTLENECK—NOW THAT'S A CLASSIC!

Kevin • Cygnar Deployment

Okay, so I decided where the fight would happen, and it seems that Jason agreed with me. Originally I thought about placing the Trenchers on the ground, but I'm not sure how that would help me. I think I'll stick with the original plan. This fight will happen on the dock, so there my troops must stand. I know I can't Dig In on the wooden planks, but then again, I don't believe the Sea Dogs will present much of a threat. The thought of Eiryss on the ground firing Phantom Bolts up through the dock makes me smile, but I know that having her topside gives me a substantially better shot at Captain Shae and just makes better tactical sense. Maxwell Finn joins his Trencher brothers on the front and I am ready for blood.

SURE, SENDING A FOURTEEN-MAN UNIT CAREENING INTO A LONE ELF GIRL MAY SEEM LIKE OVERKILL, BUT I HATE THAT %?&!#!

Jason • Privateers Deployment

The terrain forced me to think hard about my strategy. Although not optimal for our heroes—the Privateers being the heroes, of course—I feel that whatever Kevin could have done to take advantage of the terrain, the Talion Charter's Unpredictable ability would let me counter by allowing me to redeploy my troops. Sure, sending a fourteen-man unit careening into a lone elf girl may seem like overkill, but I hate that *[expletive deleted]*! Kevin, however, concentrated the juiciest targets on the dock—where I hoped he would—and made such tactics unnecessary.

I placed Mr. Walls and his crew as far up the docks as possible. My plan would be a simple, and hopefully effective, charge. An overwhelming assault should tie up his forces and allow the flank to do the rest.

Round 1

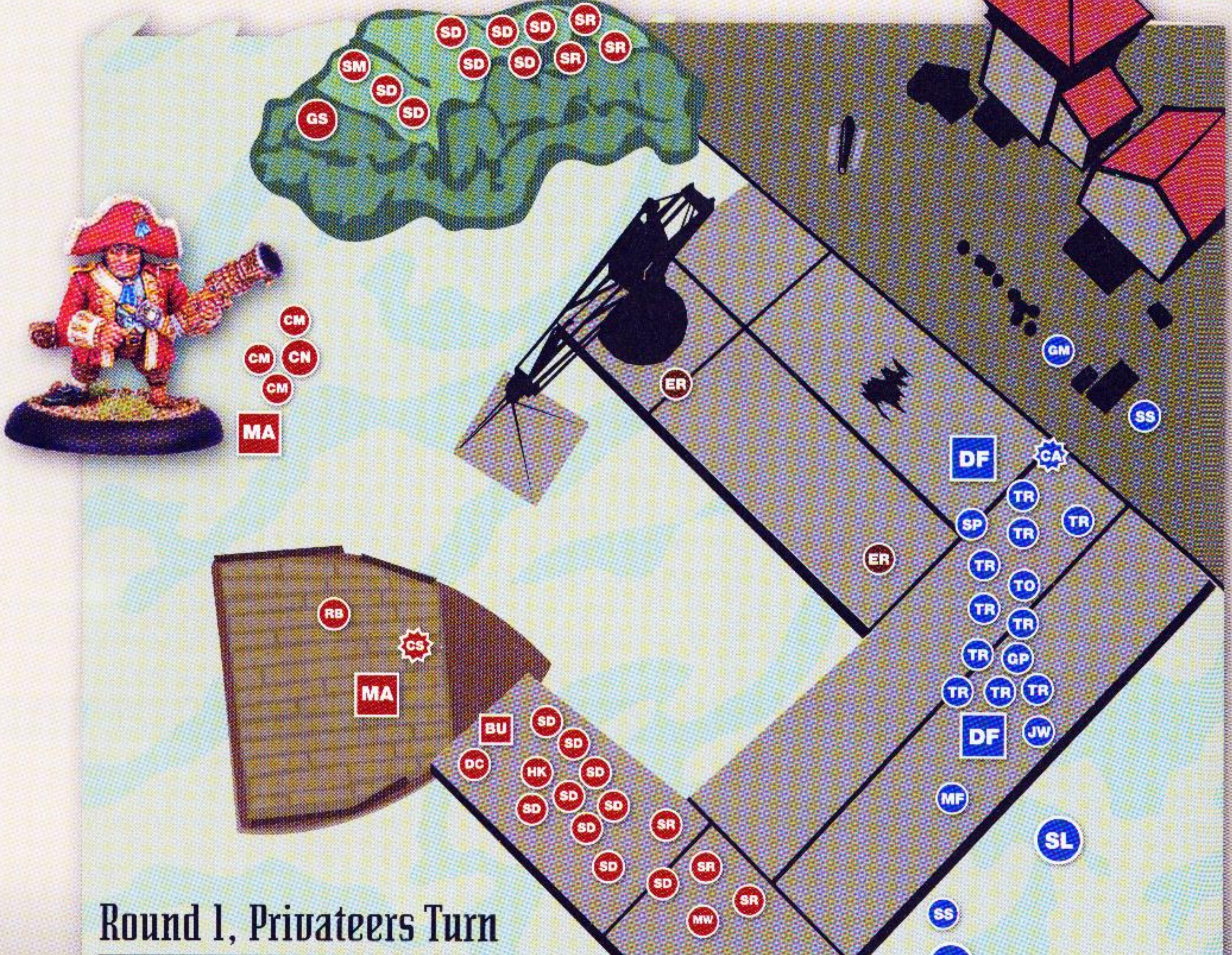
Turn 1

Jason • Privateers Turn

I sent one unit of Sea Dogs accompanied by Bosun Grogspar up the stone steps on my left flank. It would take two or three turns before they could attack, but I hoped to draw some of Kevin's firepower from my main force. The Commodore and its Mariner escort moved up into range of the dock. I felt slightly nervous about the crane, but it seemed out of range.

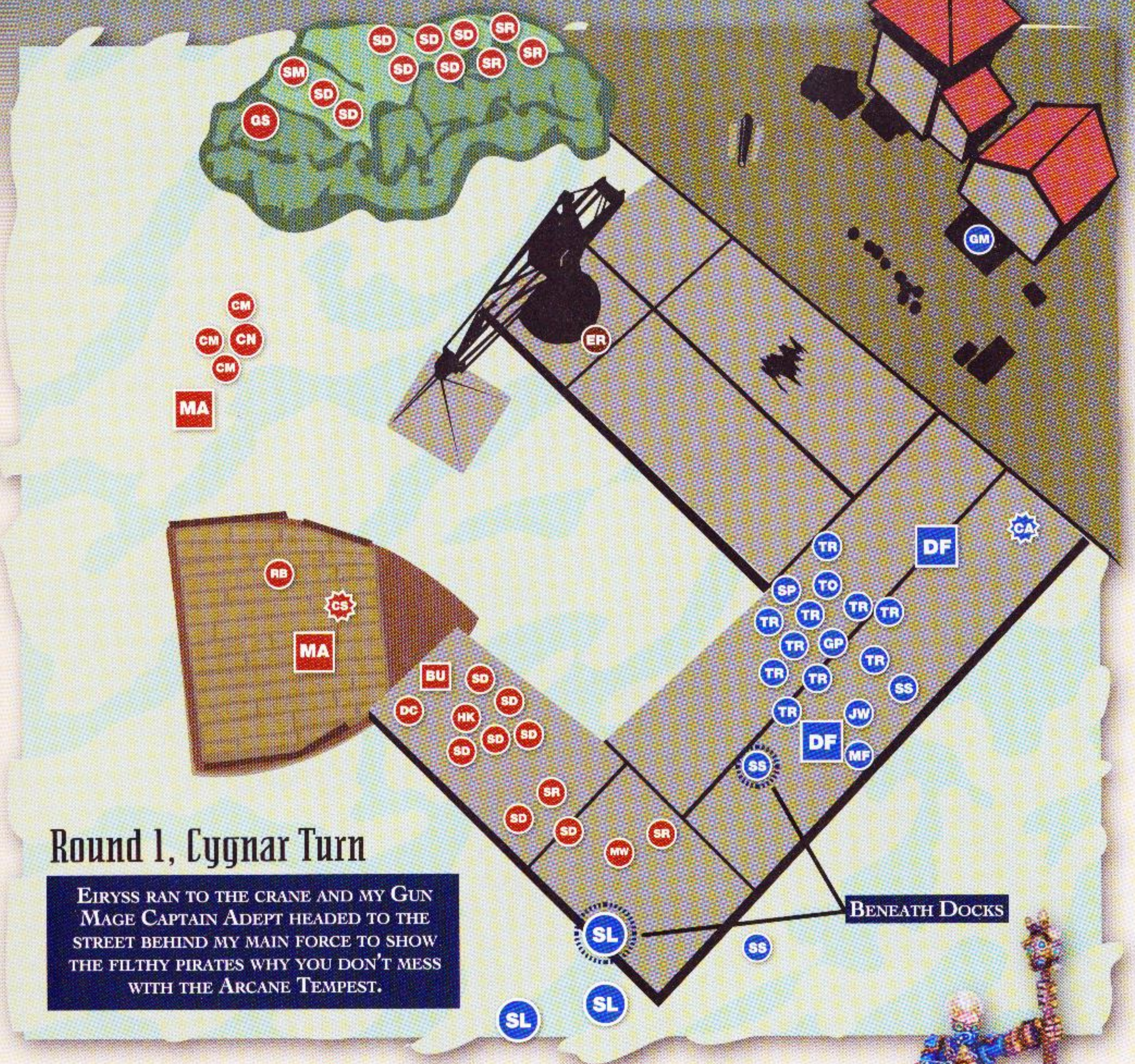
Lord Rockbottom stepped forward and spent some coin to give Money Shot to Mr. Walls' Sea Dogs. Moving up into position, the Riflemen made a combined ranged attack and put three bloody holes into Maxwell Finn. The bastard made his Tough roll. At least he was face down.

Shae moved up and took cover on the dock. He cast Torrent to great effect, the template ending up centered on Eiryss. She would have to move out of the AOE to fire and none of Kevin's models could shoot through it, including Caine. Next, Shae cast Phantasm on Walls' unit, reducing the RNG of ranged attacks targeting the unit by five inches. Sweet Phantasm!



Round 1, Privateers Turn

Moving up into position, the Riflemen made a combined ranged attack and put three bloody holes into Maxwell Finn.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Beneath Docks

Round 1, Cygnar Turn

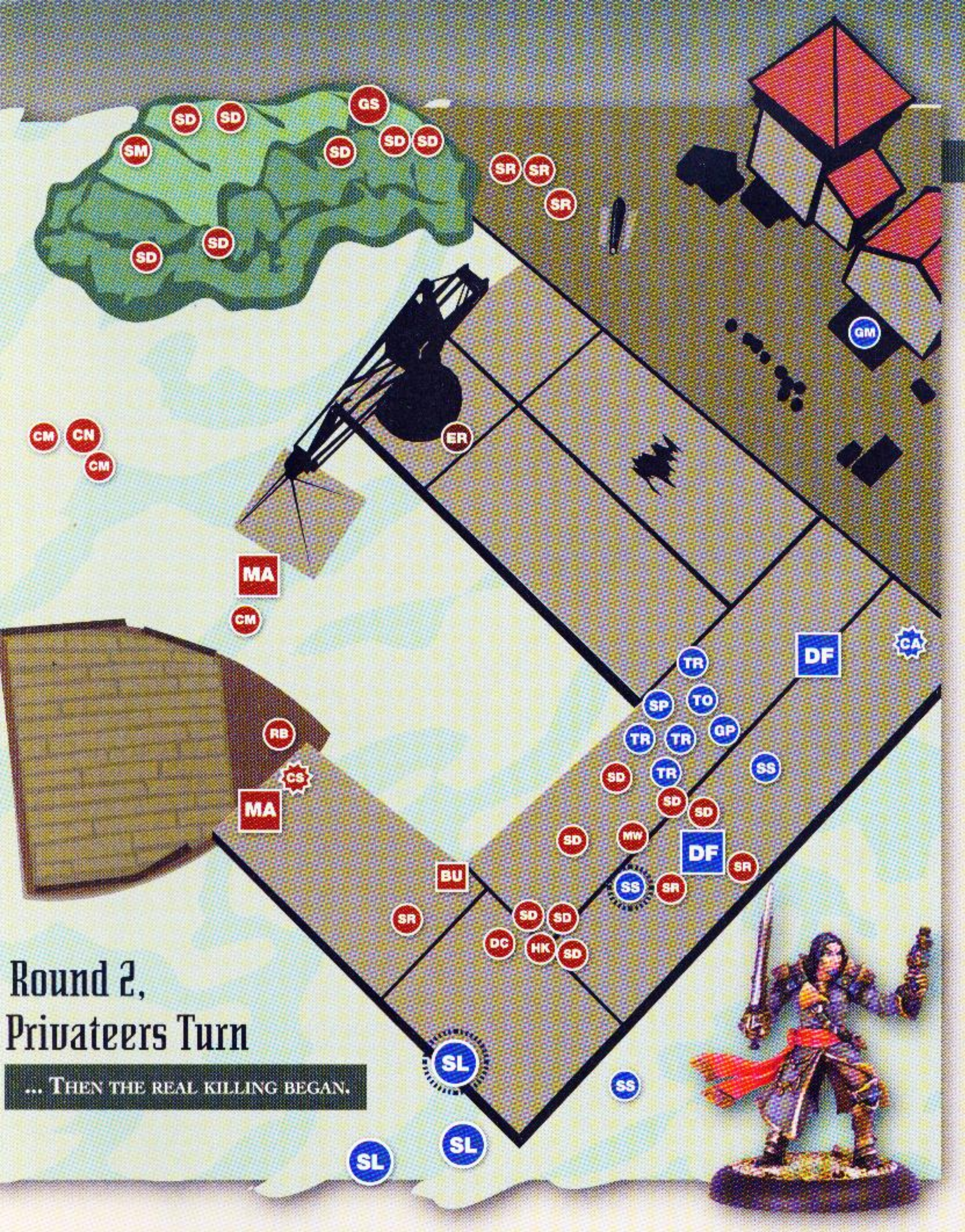
EIRYSS RAN TO THE CRANE AND MY GUN MAGE CAPTAIN ADEPT HEADED TO THE STREET BEHIND MY MAIN FORCE TO SHOW THE FILTHY PIRATES WHY YOU DON'T MESS WITH THE ARCANE TEMPEST.

Round 1

Turn 2

Kevin • Cygnar Turn

I planned to run the Storm Lances up the flank and approach from behind him, though I'm probably going to have to come out from beneath the dock next turn to make that happen. I pulled almost all of my forces over to my left flank to negate the Sea Dogs on my right flank. It's a risk, but if I can keep my center moving and get rid of the Sea Dogs in front of me, I think I can make Jason pay for splitting his army. Eiryss ran to the crane and my Gun Mage Captain Adept headed to the street behind my main force to show the filthy pirates why you don't mess with the Arcane Tempest. I managed to get a decent shot on the Buccaneer with the Defender. The Stormsmiths beneath the docks took out a couple of Sea Dogs. The frustration the Stormsmiths cause Jason will continue to amuse me through the game. I put a 6" Snipe on the Trenchers to counteract Phantasm. The interaction between Snipe, Phantasm, and the Grenade Porter is important to note: Snipe doesn't benefit the Grenade Porter, but Phantasm does hinder him, so although he would have been tremendously helpful this round, the Grenade Porter was in fact useless. Arcane shield went on the front Defender. Finn got up, brushed himself off, and moved to cover.



Round 2, Privateers Turn

... THEN THE REAL KILLING BEGAN.

Round 2

Turn 1

Jason

Privateers Turn

Captain Shae did not upkeep either spell and allocated one focus point to each Mariner.

The Sea Dogs on my left flank moved into position and the three Riflemen made a combined attack on Eiryss, and unfortunately missed because she received cover from the crane.

Shae activated next and used his feat, allowing the vast majority of my army to move three inches. Then, Shae cast Torrent, which landed in the middle of Kevin's Trenchers on the dock.

I moved one of the Commodore Crewmen farther ahead to load the Mariner's cannon. Next, the Commodore fired at Eiryss. The incendiary round missed, but did not deviate off her. Though the damage was insignificant, the shot did set her alight. Napalm: not just for breakfast anymore! The Mariner moved into position next to the Crewman and fired its cannon into the mass of Trenchers on the dock. The boosted shot missed and went 6" long, but still managed to take out a Stormsmith, the Trencher Sergeant, and the Grenade Porter. The second Mariner fired but hit nothing.

Then the real killing began.

Mr. Walls' Sea Dogs took charging positions when I used Shae's feat. Feeling like a hillbilly that won the lottery, I maneuvered Lord Rockbottom into place and spent a little more coin to use Pay Day on the Sea Dogs. Next, I used First Mate Hawk's Acrobatics ability to run her into position. Although I won't get to attack with her this turn, the troops will benefit from Object of Desire. Mr. Walls used No Quarter and the Sea Dogs charge. Unfortunately, they charged over rotting dock sections. One Sea Dog fell ignominiously to his death. The rest massacred two Trenchers and Finn, who failed his second Tough roll. After killing Finn, my pirate moved up to two inches (woo-hoo, Pay Day), engaged the Journeyman Warcaster, drilled him between the eyes with a pistol shot, and gave me a whole new game! Doc moved into position near Hawk.

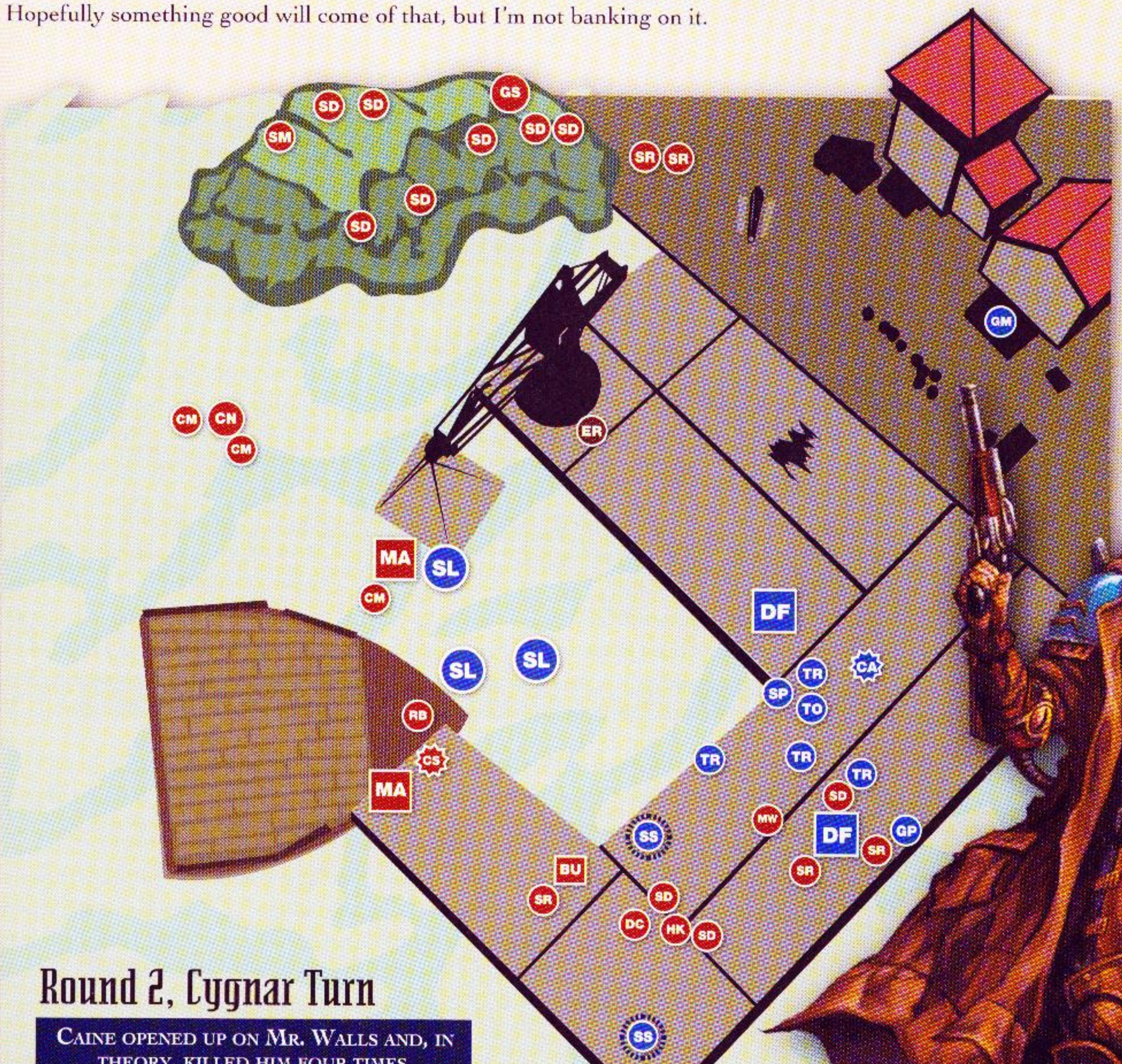
Taking out the Journeyman Warcaster reduced Kevin's strength by one Defender. It can sit and rust!

Round 2

Turn 2

Kevin • Cygnar Turn

This round was the definition of a round going poorly. Short of reminding Shae why you don't remain out in the open with Defenders on the table, (one or two lucky shots I said; lets hope for a second) and Eiryss surviving the fire so she could kill a few pirates with the crane, not a single thing went well for me this turn. The Gun Mage Captain Adept managed to kill one of the Riflemen. My Trenchers went to work on the Sea Dogs, but to minimal effect. My Stormsmiths tried, and failed, to hit Hawk. Caine opened up on Mr. Walls and, in theory, killed him four times. You'll notice he's still on the table, thanks to the 4+ Tough rolls he gets because Doc is a scary, scary man when it comes to his "medical credentials." The Storm Lances are currently in the middle of his back field and in a threatening position, however. Hopefully something good will come of that, but I'm not banking on it.



Round 2, Cygnar Turn

CAINE OPENED UP ON MR. WALLS AND, IN THEORY, KILLED HIM FOUR TIMES.

Round 3

Turn 1

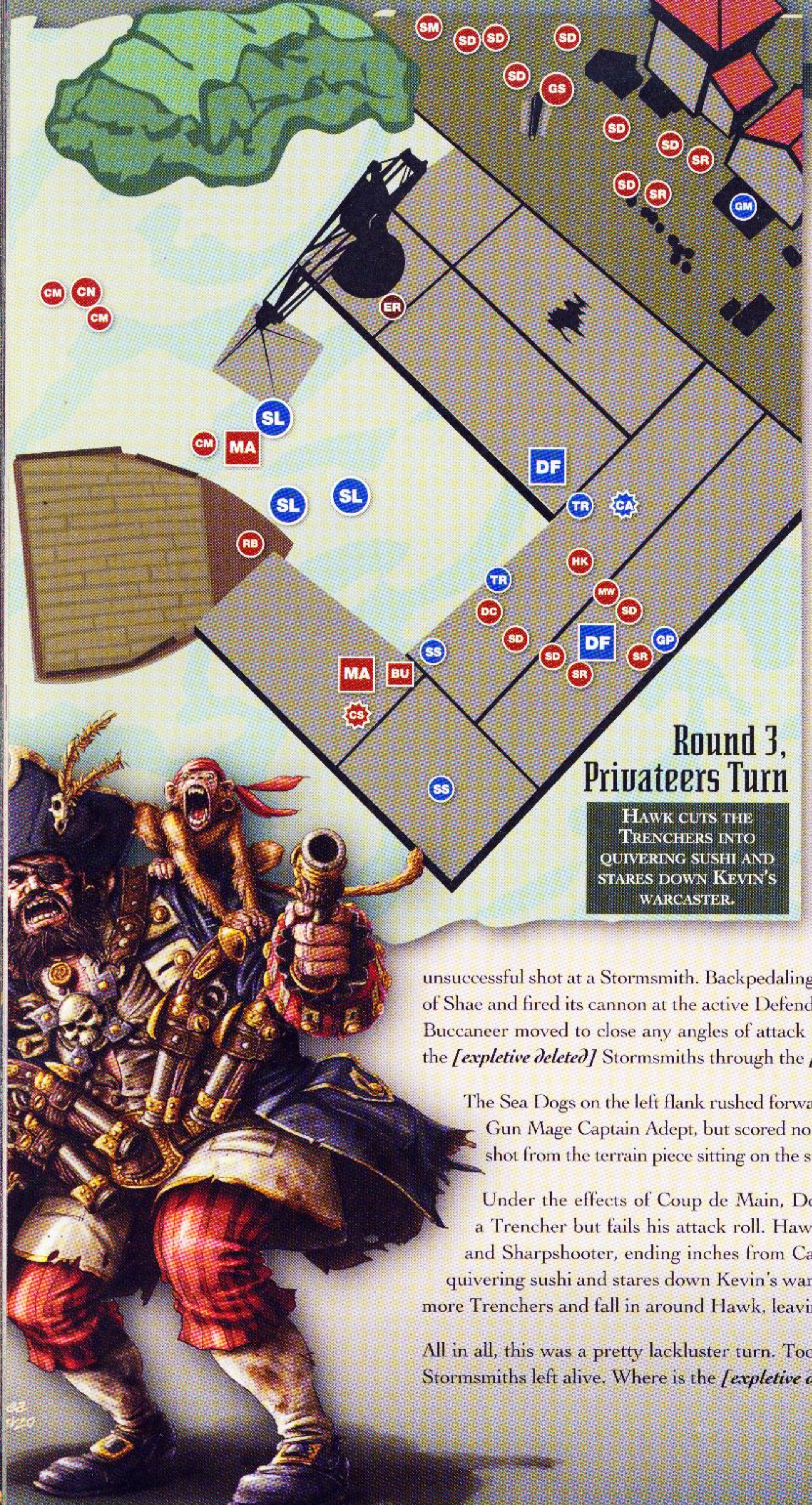
Jason

Privateers Turn

First the Stormsmiths and now cavalry! Worse yet, I am regretting splitting Shae's battlegroup. My badass swashbuckler is beginning to feel pinned down in the rear, not at all where I want him. Shae did not upkeep Torrent. He allocated one focus to the Mariner on the ground and two to the other Mariner.

The Commodore fired on the nearest Stormsmith and succeeded in missing completely. Rockbottom opened up with the Fire Breather to torch a pair of Storm Lancers. The Mariner engaged two of the Storm Lances and made a Thresher special attack with its Anchor, which hit one and missed the other. Although the Storm Lance suffered five points of damage, he remained in play.

Shae moved up slightly and cast Coup de Main. He then took an unsuccessful shot at a Stormsmith. Backpedaling, the second Mariner moved in front of Shae and fired its cannon at the active Defender. The shot fell painfully short. The Buccaneer moved to close any angles of attack on Shae...except those coming from the *[expletive deleted]* Stormsmiths through the *[expletive deleted]* dock.



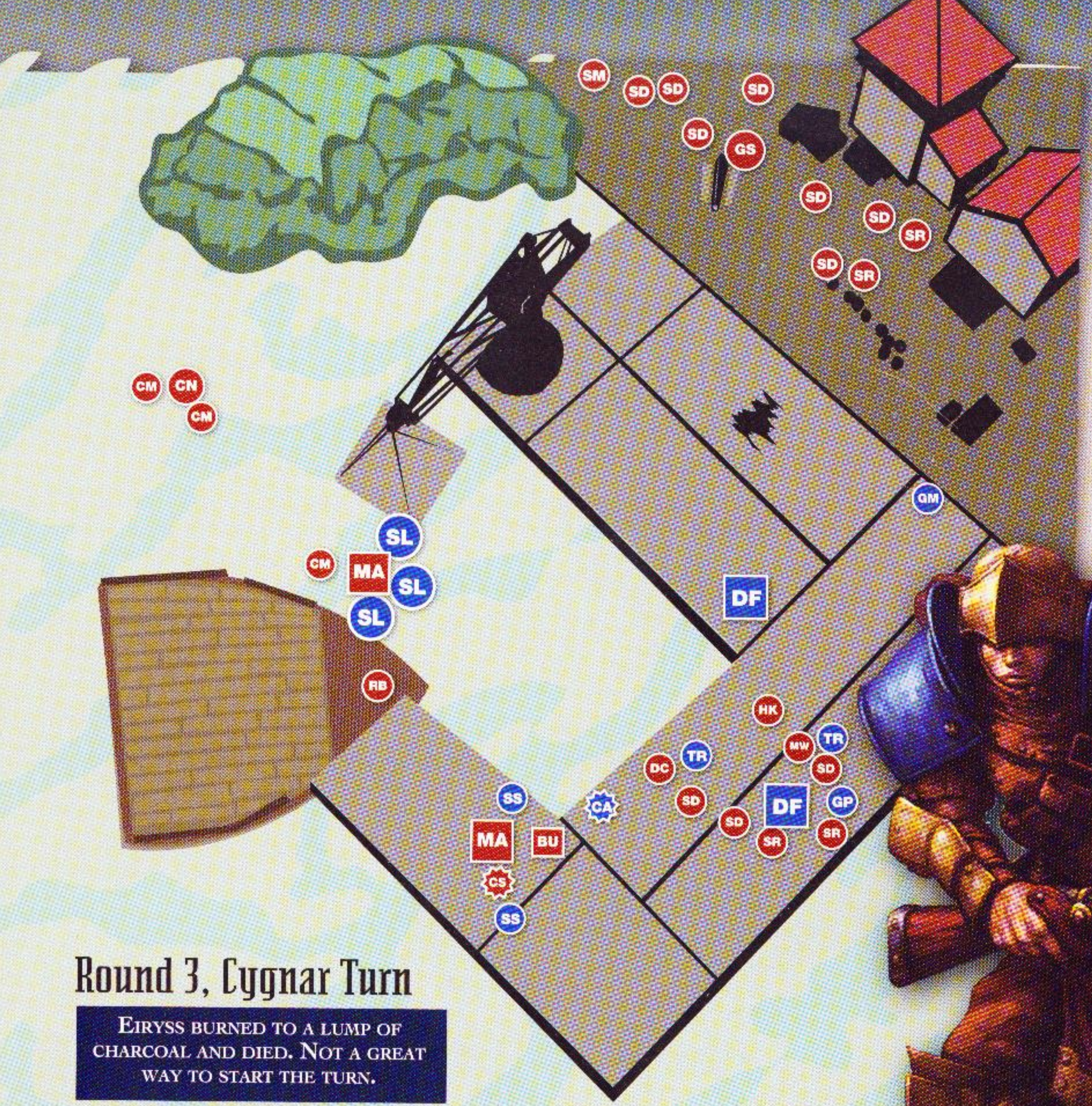
Round 3, Privateers Turn

HAWK CUTS THE TRENCHERS INTO QUIVERING SUSHI AND STARES DOWN KEVIN'S WARCASTER.

The Sea Dogs on the left flank rushed forward and opened fire on Eiryss and the Gun Mage Captain Adept, but scored no hits. Grogspar even got off a cannon shot from the terrain piece sitting on the stone pier, but could not connect.

Under the effects of Coup de Main, Doc and Hawk charge. Doc engages a Trencher but fails his attack roll. Hawk charges the Trencher Lieutenant and Sharpshooter, ending inches from Caine. Hawk cuts the Trenchers into quivering sushi and stares down Kevin's warcaster. The Sea Dogs mop up some more Trenchers and fall in around Hawk, leaving Walls as the Sucker!

All in all, this was a pretty lackluster turn. Too many misses resulted in too many Stormsmiths left alive. Where is the *[expletive deleted]* tide when I need it?



Round 3, Cygnar Turn

EIRYSS BURNED TO A LUMP OF CHARCOAL AND DIED. NOT A GREAT WAY TO START THE TURN.

Round 3

Turn 2

Kevin • Cygnar Turn

Eiryss burned to a lump of charcoal and died. Not a great way to start the turn. Through no fault of my own, just about every model on the table ended this turn where they began it. Walls succeeded in making 5 more tough rolls, mostly while taking bullets for Hawk (Sucker!) and because he's gotten so good at convincing Doc that he is fine. (Brent Waldher, my opponent in last issue's Battle Report, yelling "HA!" every time didn't help me any either.) The Storm Lances managed to engage the Mariner, deal a substantial amount of damage, and destroyed its cannon. Unfortunately, they are still in melee with it. I finally got to pull some actual usefulness out of the Stormsmiths when I managed to disrupt all of his 'jacks (two with one smith!), but I was still in a bad place. I had a tough choice to make with where to put Caine. After some measuring of my control area, guessing, and swearing I used Flash to get Caine out of melee with Hawk, and just barely out of her threat range. This put him very close to Shae's threat range, although he'll need to spend some focus to get there. I don't like it, but I have to luck out eventually right?

Round 4

Turn 1

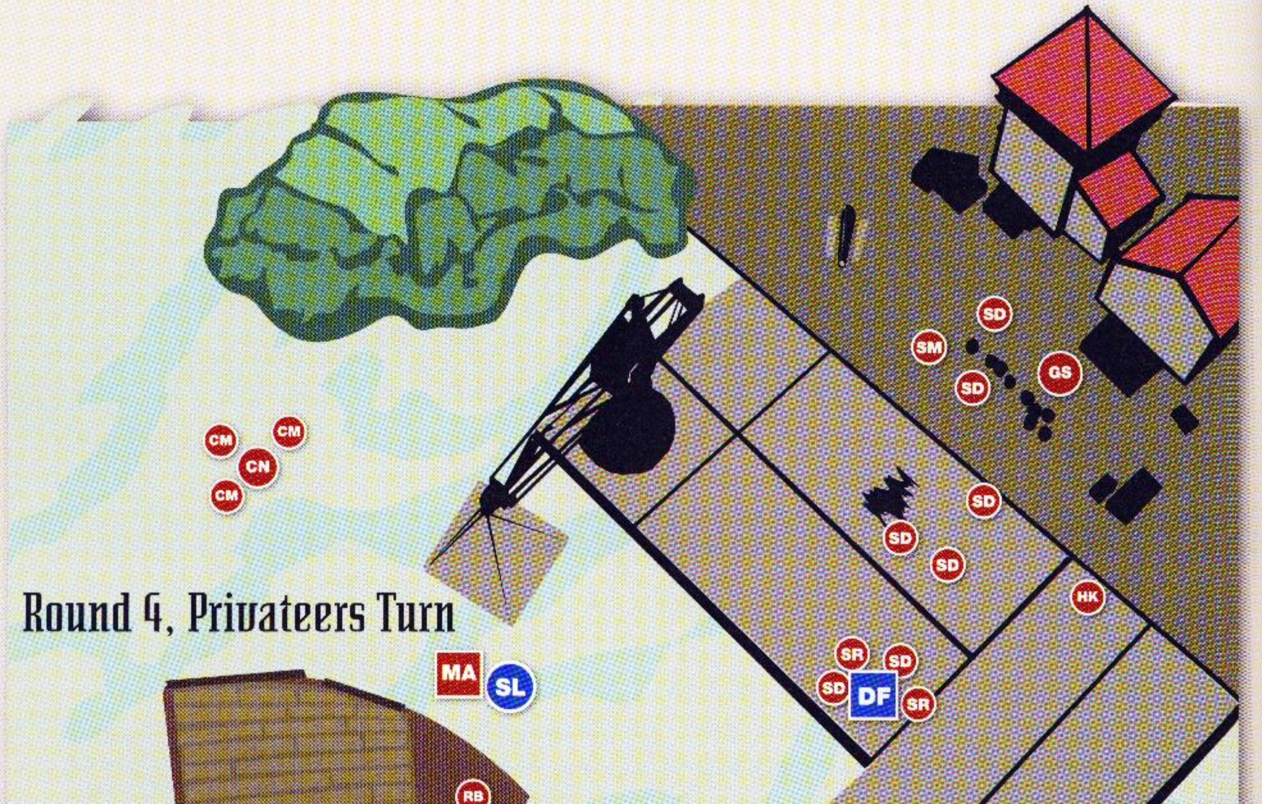
Jason • Privateers Turn

NINE Tough rolls! Walls is one bad mother-***[expletive deleted]***. But I'll give it to Kevin, he had Caine Flash into position not only to forestalled the inevitable but also to strike back when he gets the chance. That said, I think he miscalculated. With the all the 'jacks disrupted, Shae keeps all his focus.

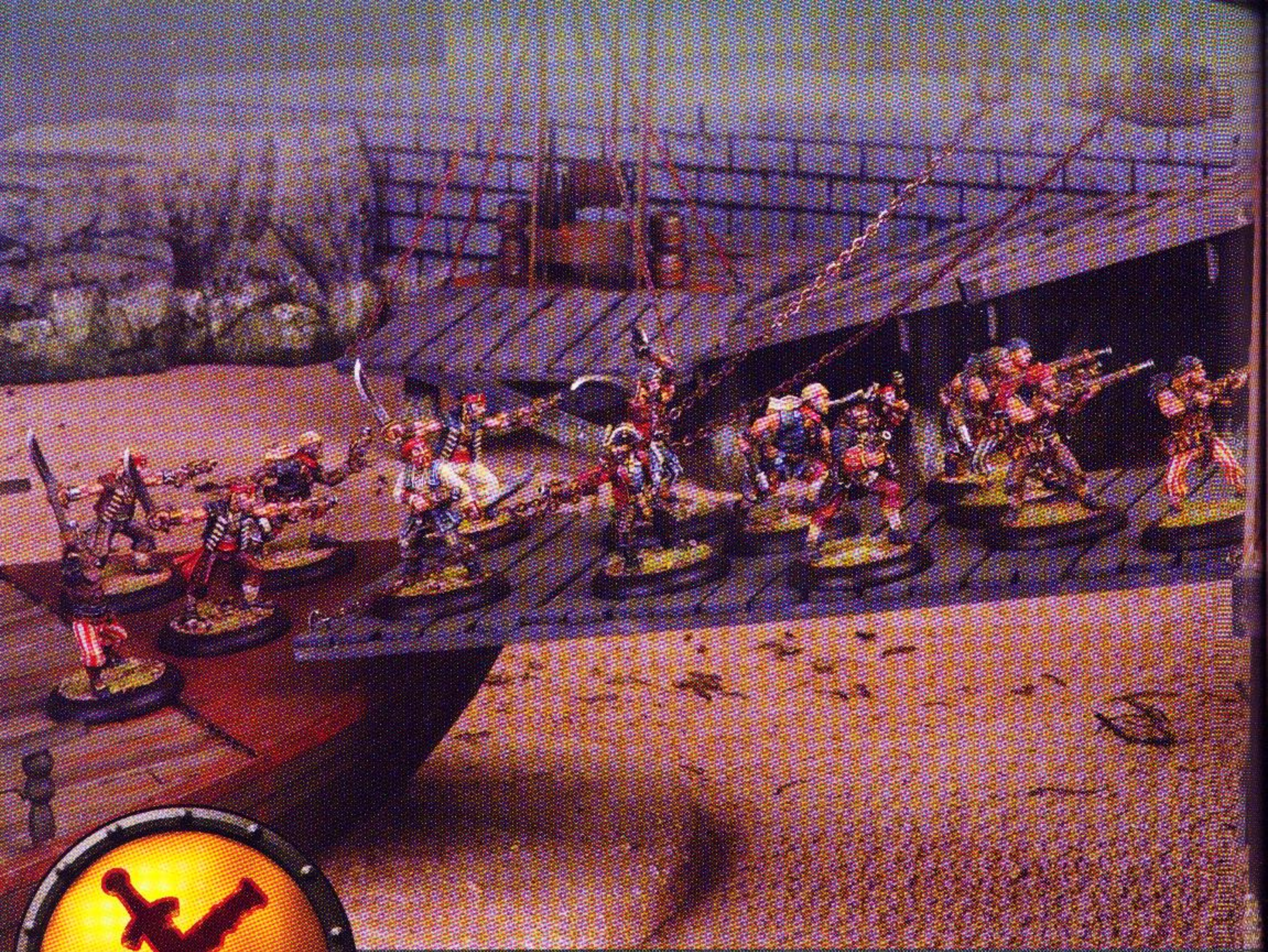
Hawk charged and executed the Gun Mage Captain Adept. The Sea Dogs on the left flank ran to surround the Defender, which effectively trapped it for the rest of the game. Doc fell short of hitting a Stormsmith with a thrown knife. Even without focus, the Mariner on the ground put down a pair of Storm Lances. That left one still burning! The Commodore fired at a thrice-damned Stormsmith, but only caused a huge spray of sand and briny water when the shell landed harmlessly on the beach.

Then, I advanced the Buccaneer into position and took a futile swing at Caine. Pause for a deep breath, this is going to be cool. Shae moved in and hammered the Buccaneer in the back. The Buccaneer moves back an inch. Shae followed up and repeated...nearly disabling the Buccaneer in the process. Now that would have been embarrassing. Instead, the follow up move put Shae in base contact with soon to be dead-ass Caine. Just warming up, Shae casts Storm Rager. Shae spent a focus point for an attack, another for a boost, and drilled Caine, which pushed him an inch closer to the edge of the dock. Shae stepped in and made a last attack. The damage roll was abysmal, but I've never been so happy to roll low. Shae inflicted a single point of damage, but Caine went tumbling over the edge to his death. In your face, Errol Flynn!

Maybe pointing at Kevin and yelling: "Caine fall down, go boom!" was rubbing it in, but what are you going to do?

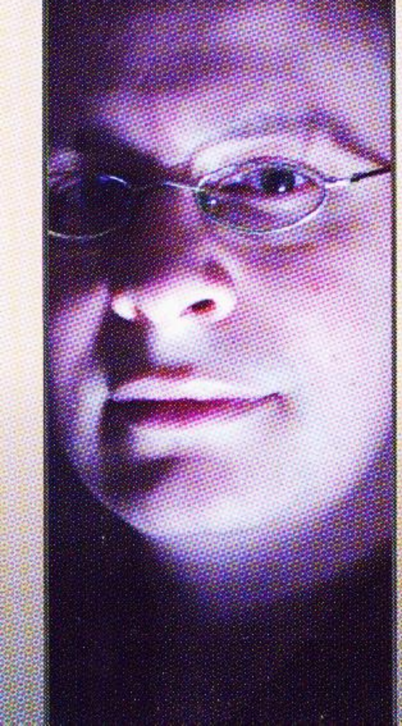


MAYBE POINTING AT KEVIN AND YELLING: "CAINE FALL DOWN, GO BOOM!" WAS RUBBING IT IN, BUT WHAT ARE YOU GOING TO DO?



Conclusion

Jason • Privateers



I decided to go for a pincer from the start, and while I think I underestimated the amount of ground they had to cover, in the end the left flank did its job. Kevin made a mistake ignoring that flank and it eventually cost him.

Shae could have been in a better position, but I can't stop smiling over Caine's death, so I guess it all worked out.

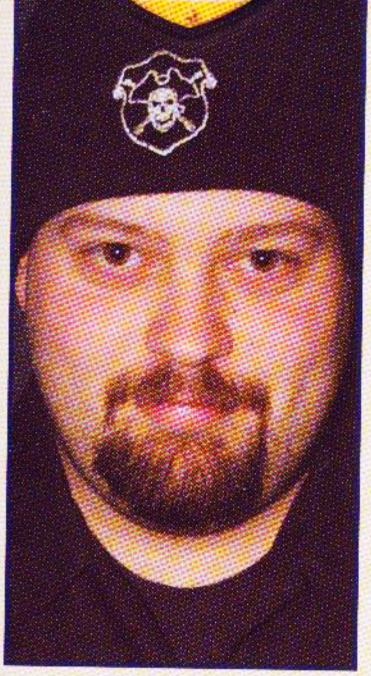
My victory came in part from the pressure applied by Hawk and the Sea Dogs, which happened largely because of the sheer number of Tough rolls Mr. Walls made. NINE TOUGH ROLLS! While Doc couldn't hit the broad side of a barn, he certainly had an impact on the game. I was starting to feel drunk with power. NINE!

The Storm Lances were way easier to deal with than I anticipated. I thought they'd come on me much faster. The Stormsmiths were the real bitch of the bunch and getting electrocuted from beneath the dock sucked. They also survived a lot of heavy ordinance. All in all, I guess I cannot complain about Kevin's luck though. NINE!

Privateers' Victory!

Conclusion

Kevin • Cygnar



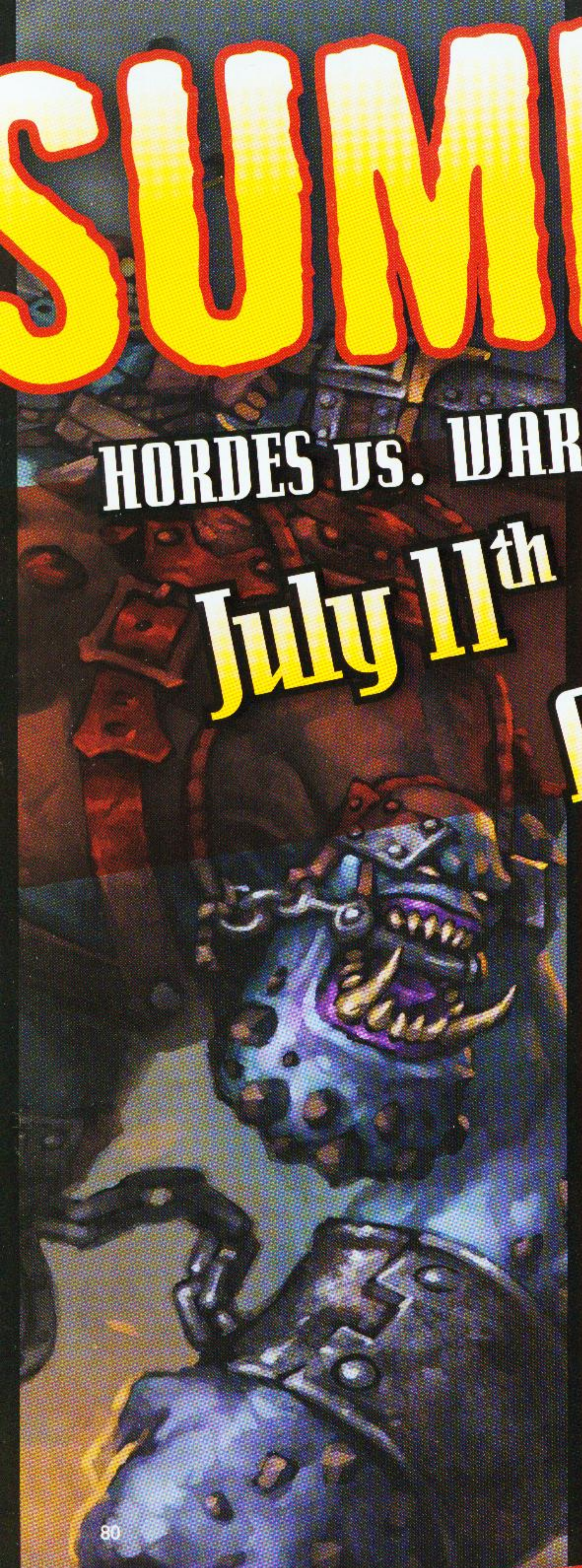
I had a pretty good idea of where I wanted to go and what I wanted to do, and it worked quite well other than Jason taking all my luck. The Storm Lances did their job by pressuring the Commodore, which forced Jason to hold back some and not just run everything into the middle of my army. The Stormsmiths performed well and were at the very least a psychological threat even if they didn't cause that much actual damage. Jason's cries of "stupid Stormsmith!" still echo in my ears and keep me warm at night.

The gambit of leaving one of the flanks open and ignoring the troops running up the table gave me the exact result I wanted, which was to leave me with more models in the fight than he had. If Mr. Walls hadn't of made NINE Tough rolls ["HA!" – Jason], I think the center would have crumbled and I would have been able to push farther up the dock to keep the flanking Sea Dogs out of the fight. The Defender was engaged with the Sea Dogs in the end, but they had just barely made it that far. If the 'jack had been able to move on my turn, instead of standing and shooting like I needed him to, I think he would have gotten out of their reach. Caine could have gotten clear as well, and then this upcoming turn that I didn't get I would have opened up with Maelstrom and dealt with the Privateers accordingly.

Also, I could have seriously prolonged this game by having Caine Flash to underneath the docks, but I felt that he had a decent chance of surviving, mainly because Jason had a lot of variables to contend with on what became the final turn. Three more damage on his Buccaneer and his tactic would have failed, which would have amused me to no end.

Let the record show that when Shae looked over the side for the corpse of his fallen foe he found nothing but a ragged great coat hanging off the dock.

Jason's cries of "stupid Stormsmith!" still echo in my ears and keep me warm at night.



SUMMER

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Trail of Champions

Mustering the Forces

The Competitors' 1,000 Point Army Lists

What is the Trail of Champions? Find out what it takes to be the best of the best. No Quarter follows the progress of the top five players from the 2006 US Nationals as they gear up for this year's Nationals at Gencon Indy. Next issue we'll read more about their battle plans.

Interview by ***Nathan Letsinger***

> *"Know your enemy and know yourself, find naught in fear for 100 battles. Know yourself but not your enemy, find level of loss and victory. Know thy enemy but not yourself, wallow in defeat every time."*
>
> ***—Sun Tzu***

The 2007 US Nationals are coming this August. Are you ready? Want to know how the top players are preparing? In Trail of Champions, we follow the 2006 champions as they prepare to compete in this year's US Nationals. The highest-ranking players from each previous faction have chosen to play with a different choice of faction this year. If you're planning on competing in the 2007 US Nationals, you might want to pay attention, because we're about to blow the lid off of their army list.

However, just like Sun Tzu said, if you don't understand your own army, victory is going to be out of your grasp. No prior knowledge of an opponent's army list is going to help you crack an army if you don't know how to use yours. You have a few months before Nationals to get to know your army as much as the champions are learning theirs.

How it Works:

US Nationals and Army Lists

The US Nationals uses the Steamroller 3 format that allows each player to build two army lists of their chosen faction—giving them the decision of which to field before every game. Moreover the Nationals are run over 2 days—the first features 750-point games and the top placing players duke it out on the second day with 1000-point games. We've ask the champions to share with us their plans for one of their 1000 point armies. If you're good enough to battle your way into the finals, and if one of them is still standing (and the smart money says they will be), you might find yourself facing one of these lists. So why not call a friend and get some practice in?

BA Sparks • Protectorate of Menoth

BA proves he's not just a great player, but also a great painter!

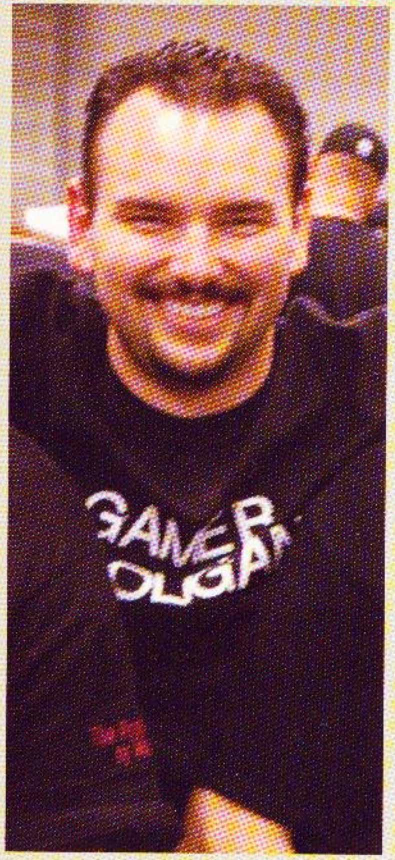
My army choice and tactics are dictated by my experience with Cryx. I've recounted the number of ways I have been able to dismember Menoth armies and in turn built my army choice to defend against it. Typically, I've won against Menoth simply because I have been able to slip an arc node though the line and punch a 'caster's lights out using Epic Kreoss' Castigate spell. On the other side, my old Cryx tactics dictates that when you can't get to the chewy center, punish your opponent's defensive tactics by taking your toll on their troops and warjacks. To counter this, use the High Reclaimer's Burning Ash spell to block LOS.

The Exemplar Errants were chosen for their ability to advance deploy, make ranged attacks, and most important of all, their Bond of Brotherhood ability. This allows me to pick and choose which units you destroy. One lone Exemplar Errant can hold a point and I'm wiling to sacrifice an entire unit around him to ensure that he stays on that point. Thanks to Epic Kreoss' Elite Cadre, not only are they no slouches at both melee and ranged attacks, effects such as Corrosion and Fire have no effect on them either. Any models you do kill will only seek vengeance when the High Reclaimer uses his feat to bring them back to the table.

BA Sparks • Protectorate of Menoth

	Cost	VP
Grand Exemplar Kreoss	73	5
The High Reclaimer	52	5
Castigator x2	216	3 ea
Revenger x2	152	2 ea
The Covenant of Menoth	20	1
Exemplar Seneschal	34	1
Wrack x2	10	0
Choir of Menoth (6) x2	44	2 ea
Exemplar Errant (10) x2	262	2 ea
Exemplar Vengers (5)	137	3
	1000	**33**

Adam Poirier • Cygnar



I really had a hard time choosing my army list, because I like all the Cygnar casters both story and rules wise, so it came down to who do I not see getting the playtime they deserve, or who is interesting me in the current story the most. Nemo is just such a cool character, and he and Darius both got pretty kicked around in the Apotheosis story wrap up. I figured it would be the perfect time to have an army with them, after giving them some time to heal and build another Thunderhead.

They are both really awesome at using jacks and making them more maneuverable, which is definitely how I roll. They let me use the most unique thing in the game at a disproportionate level, without suffering any loss in flexibility. The rest is there to round out the list and make up for the problems a 'jack heavy list usually has. I hope by fielding the 2 of them together I can make the 'jacks more combat effective then most people are used to seeing, flanking with the cavalry, and using my AD units to soften up or eliminate targets early. I know the plans that the list has seem obvious, but the list is more meant to bob and weave then kill, rather than relying a one-trick engine. It's designed to wait for my opponent to make a mistake and/or give me an opening then exploit it by being able to counterattack with any of its resources.

I am a big fan of having a balanced list that can meta anything with its well rounded play style, than relying on a specific combo that may or may not work, and my whole strategy hinges on.

Adam Poirier • Cygnar

	Cost	VP
Major Victoria Haley	84	5
Lieutenant Allister Caine	67	5
Hunter	88	2
Lancer	76	2
Journeyman Warcaster	25	1
Stormsmiths (3)	36	1 ea.
Long Gunners (6)	64	2
Rangers (6)	62	2
Stormlances (3)	93	3
Stormguard (10)	108	2
Trenchers (10)	135	2
Grenade Porter	16	—
Trencher Officer & Sharpshooter	41	+1
Alexia Ciannor	52	1
Eyriss, Mage Hunter of Ios	29	1
Rupert Carvolo, Piper of Ord	22	1
	998	**33**

David "DC" Carl • Cryx

For my National's army list, I wanted to hold onto the classic strengths of the Cryx army—Bile Thralls, Skarlocks, arc nodes, debuff spells. I also wanted to do something a little different and definitely something fun.

I eventually settled on heavily featuring the Cryx Helldiver bonejacks, so I chose to put half a dozen of the little buggers in my list. The combination of Skarre's feat Blood Magic and Deneghra's feat The Withering, allows these bonejacks to hit like 10-ton freight trains, as well as sporting Khadoran-like armor values for any ensuing counterattack. With rock solid backup plans, like a Deneghra using Death Rage on a Bile Thrall or Skarre using Sacrificial Strikes on Bane Knights, my Helldiver swarm should be more than up to the task.

David "DC" Carl • Cryx

	Cost	VP
Pirate Queen Skarre	66	5
Warwitch Deneghra	76	5
Deathripper x2	76	1 ea
Helldiver x6	264	1 ea
Nightwretch x2	88	1 ea
Bane Lord Tartarus	40	1
Pistol Wraith	33	1
Skarlock	32	1 ea
Bane Knights (8)	99	2 ea
Bile Thralls (9) x2	118	2 ea
Gorman di Wulfe	28	1
Ogrun Bokur x2	78	1 ea
	998	**33**

Justin Herring • Khador

It is definitely a challenge designing an army for a faction I have never played! This army has a big helping of Khador smashing power, and there are at least two things I like about it.

First, it is durable. Although it has only one heavy warjack—a Kodiak under the control of Kommandant Irusk—I feel I can get away with it by using large numbers of models with high ARM values and multiple wounds. This should help protect me from many of the standard "troop killer" weapons—those using like AOEs—that you often fear with a warrior-heavy army.

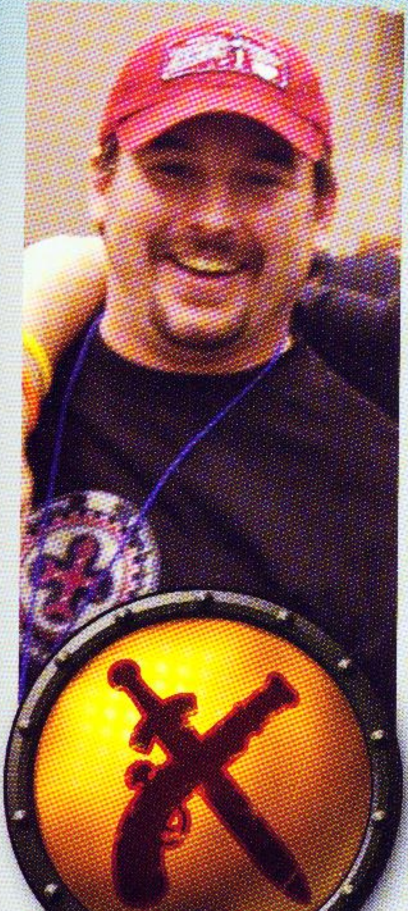
Second, the army has great threat ranges. Almost everything shoots, charges more than 12 inches, or Advance Deploys, so I expect to land the first blow.

This army does not rely on a "killer combo", but I think it has a lot of synergy. These 'casters pack a lot of buffs for warriors-—foremost Epic Vlad's feat-—that give me a lot of options and ways to threaten my opponent. Inhospitable Ground will hopefully hamper my opponent's movement, while my own army is quite maneuverable.

Justin Herring Khador

	Cost	VP
Kommandant Irusk	78	5
Vladimir Tzepesci, The Dark Champion	84	5
Kodiak	117	4
Man-O-War Drakhun x2	100	2 ea
Manhunter x2	44	1 ea
Iron Fang Officer and Standard Bearer	35	+1
Iron Fang Pikemen (9)	86	2
Iron Fang Uhlans (5)	137	3
Widowmakers x2	106	2 ea
Winterguard Mortar Crew x2	50	1 ea
Alexia Ciannor	52	1
Eiryss, Mage Hunter of Ios	29	1
Ogrun Bokur x2	78	1 ea
	996	**36**

Duane Boyd •Mercenaries



Duane Boyd • Mercenaries Searforge Contract

	Cost	VP
Gorten Grundback	60	5
Durgen Madhammer	66	5
Ghordson Driller	112	3
Wroughthammer Rockram	117	3
Hammerfall High Shield Gun Corps x9	77	2
Hammerfall High Shield Gun Corps x9	77	2
Hammerfall High Shield Gun Corps x9	77	2
Hammerfall High Shield Gun Corps x8	69	2
Hammerfall High Shield Gun Corps x8	69	2
Herne Stoneground & Arquebus Jonne	42	2
Ogrun Bokur x6	234	2
	1000	**30**

Each heavy warjack will be attached to a warcaster. Gorten gets the Driller because of his Strength of Granite spell. An Ogrun Bokur will declare one of the warcasters as his client and the Hammer Fall High Shield Gun Corps Sergeants become the clients of the other five, allowing the Ogrun Bokurs to advance deploy. I'll keep as many troopers close to Durgen Madhammer as possible to maximize his Consolation Prize feat, which should do serious damage to even the hardest of targets.

My basic strategy is to flood the board with advance deploy troops. Then, I'll rapidly move the 'casters and 'jacks up to engage the enemy and put a lot pressure on the enemy. Playtesting this army has proven quite interesting.

Duane's army has so many dwarves and Ogrun Bokurs, they won't even fit on the page.

Secrets of Five Fingers:

THE FINGERS' WATCH INSPECTORS

A Watchful Brotherhood

To say that the assignment you've been given is a difficult one would be like tellin' ya that gorax are mean. It goes without sayin', and it'd be impossible ta really do it justice.

The people in this town are much like the finger channels it's built on. Most folk aren't bad, not really. There are countless folk on these islands just doing their jobs, scratching out a living any way they can. Tis on their backs this city truly rests. They're like the Bold Finger and the Heir's Finger, the well-traveled paths of trade and promise.

Some, though, couldn't care less about honesty an' hard work. They organize their syndicates, hatch their schemes, and hide their "businesses" of extortion, smugglin', and theft. Like the boats on the Broken Finger and the Choked Finger, they got hundreds of places to hide their dark dealings.

There aren't too many boats that travel the King's Finger, and why would they? Between the nasty currents and the tidal whirlpools, it's just easier to go some other way. No point in smashin' up against Hullgrinder or Drowned Isle jus' cause it's there. Tis a fool's mission, a path of danger with little to gain.

So welcome, friend, to the Watch Inspectors. Welcome to the Brotherhood of the Middle Finger.

—Watch Inspector Bertrand Ackerly

Written by David "DC" Carl
Art by Brian Snoddy and Kieran Yanner

The Watch Inspectors of Five Fingers are a mere dozen men and women tasked with the monumental and thankless task of investigating the most serious and unsolvable crimes. Their job is fraught with danger, yet they persevere, as these underpaid and unsung warriors fight against the city's widespread brutality and rising toll of unsolved murders. Regular crime is not the purview of the Inspectors, but is left to other members of the watch. The Inspectors are only assigned to crimes deemed worthy of the expense in time and resources to follow up leads: the murder of significantly important citizens or government officials (not including known gang or syndicate members), serious arson, or singularly large acts of theft or destruction. For every case an Inspector solves, ten more arise and never reach resolution.

Setup for Adventure

Here are a few ways for the PCs to interact with the Watch Inspectors in your adventure:

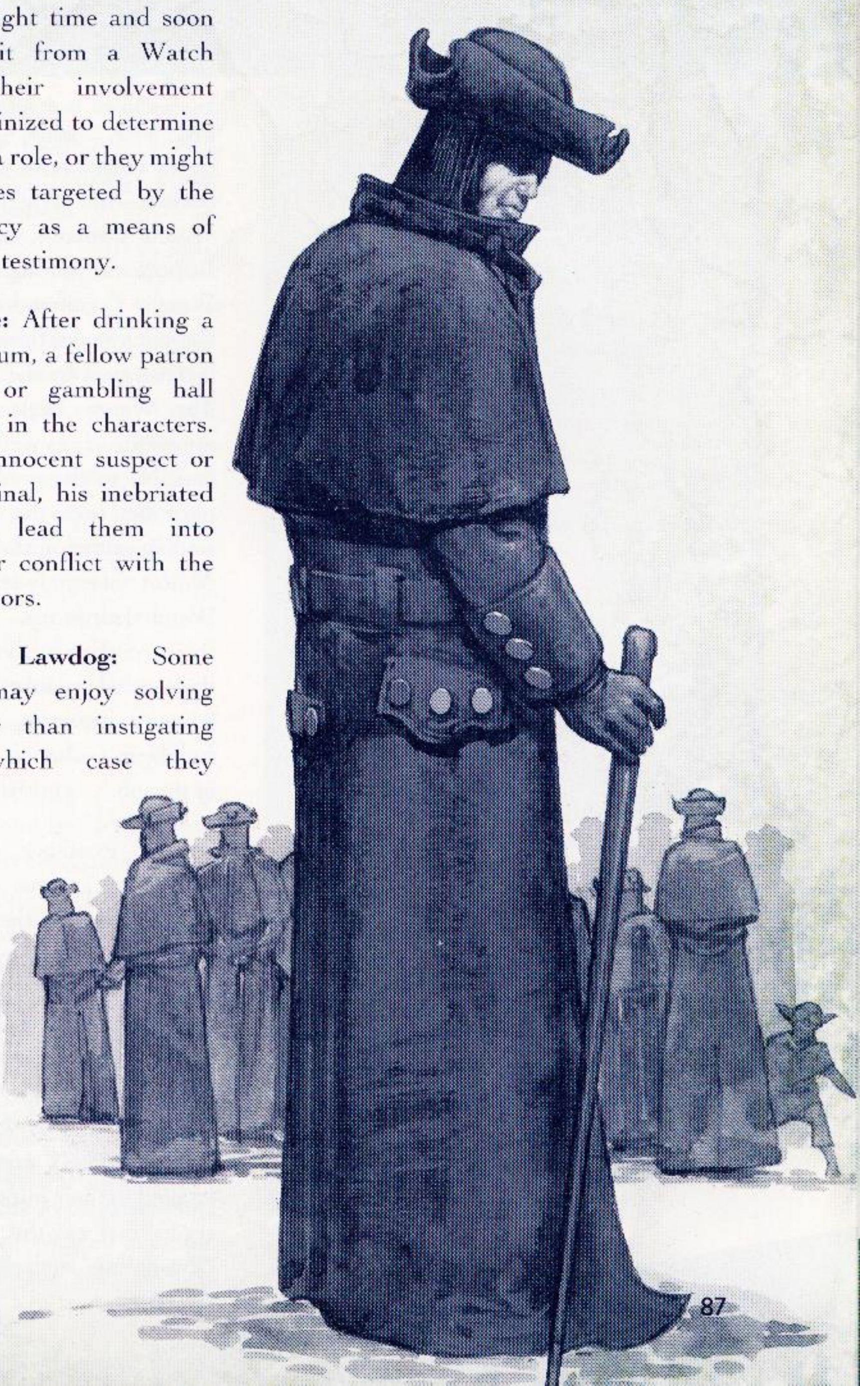
Afoul of the Law: The most direct interaction between adventurers and the Watch Inspectors occurs when characters commit a serious crime—particularly murder—and leave behind evidence of their actions. This can include eyewitnesses, personal belongings, distinguishing weapon marks, etc. Even what seems like "self defense" or an innocent scuffle that goes wrong can lead to murder charges, particularly if the deceased is someone of importance in the city. Adventurers in this position may have to scramble to cover their tracks or evade the Inspectors.

The Frame Job: High Captains and their minions are always looking for convenient scapegoats and the PCs could come to the attention of a Watch Inspector through someone else's machinations. Newcomers and scrappers often fit the bill, and adventurers are frequently both.

Eyewitness: Adventurers may just find themselves in the wrong place at the right time and soon receive a visit from a Watch Inspector. Their involvement could be scrutinized to determine if they played a role, or they might find themselves targeted by the criminal agency as a means of silencing their testimony.

It Wasn't Me: After drinking a bit too much rum, a fellow patron at a tavern or gambling hall could confide in the characters. Whether an innocent suspect or deceitful criminal, his inebriated words could lead them into cooperation or conflict with the Watch Inspectors.

Adventuring Lawdog: Some adventurers may enjoy solving crimes rather than instigating them, in which case they may find themselves working either alongside or under the supervision of an Inspector. However, the characters may find their assistance is unwelcome, as the Watch Inspector feels that that are far more of a hindrance than help. Adventurers may find themselves in a competitive chase with the Watch Inspectors on who can find the clues, and the criminals, first to claim the credit.



Method to the Madness

The Fingers Watch is a bit of a paradox. They are tasked with enforcing the law, yet their city's prosperity relies heavily on the breaking of these laws. Most members of the Fingers Watch walk this line with few ethical or moral complications. The average Watch patrols seek to put out literal and metaphorical fires that occur in the streets of the city's islands, but they rarely have cause to interrupt the shady business of the High Captains, merchant houses, and religious sects. Watch Sergeants advise their men that they can survive by sticking to the basics—keep the streets relatively safe and the buildings from going up in flames.

While the bulk of the Fingers Watch accepts bribes or participates in extortion, this occurs mostly at the street level, and few have any interaction with the city's real movers and shakers. That dubious honor falls to those whose jobs reach past the city's streets into the back rooms and darkened coves where laws are made to be broken—the Watch Commander, Watch Captains, and the Watch Inspectors. The high profiles of the Watch Commander and Watch Captains make them key marks to be leveraged by the High Captains. The Watch Inspectors, however, are not nearly as well known, almost invisible to the public eye, at least until they open the wrong doors or start questioning the wrong people. Almost every year, one or two Watch Inspectors "disappear" and their remains never found. Only their own organization notices or is in a position to act on this, but usually it is taken as one of the risks of the job.

The existence of the Watch Inspectors serves as a useful escape valve for the Watch. Those selected to become Inspectors are often considered the "troublesome" watchmen who have a hard time letting go of their values, turning a blind eye to petty corruption, or finding a way to work within the system. Others are stubborn and dogged in their pursuit of the truth, regardless of the consequences. "Promoting" such people to the title of Watch Inspector is a means to make use of their stubborn habits, while allowing the Watch Captains to distance themselves from politically charged investigations. When pressured by the community to solve a crime, the Captains can prove they have assigned an Inspector to the task. Meanwhile, if an Inspector gets in over his head, or traces a lead too far, the Captains can fall back on their "ignorance" and turn the other way if the Inspector tragically vanishes. It is a given that many crimes go unsolved, and more often than not, it is the solving of crimes which causes additional complications and political difficulties. By keeping the Inspectors few in number and poorly supported, the Captains minimize the chances of such problems.

There are basically three types of Inspectors, each with a distinctly different methodology and life expectancy. First, there is the "timid survivor." This type of Watch Inspector is the one most likely to live to old age, as they rarely put much effort into solving crimes that could lead to serious danger. They do a modicum of work, just enough to seem busy, but rarely follow clues to their source. While such individuals create fewer problems for the higher ups, their peers dislike them intensely.

Next is "the idealist," easily the type of Inspectors with the shortest life expectancy. These individuals operate under the delusion that they can fix Five Fingers by sticking to the literal interpretation of the law and hunt down criminals regardless of the seriousness or relevance of their crimes. Some idealists are good investigators but are liable to step on the wrong toes and find themselves investigating the bottom of Broken Finger Channel while wearing a heavy chain.

Last, there is the "pragmatic sleuth," considered by those in power to be the most rare and dangerous type of Watch Inspector. These individuals know the city inside and out, keep track of the intricate web of syndicates and their loyalties, and show utter patience and relentlessness in their pursuit of evidence. Knowing just how far they can push any given group and the right way to approach the judges, such Inspectors never make a case unless it is ironclad and waterproof. They have an instinct for danger and know how to watch their backs, proving very difficult to eliminate. While they may not solve every case that comes before them, their record is enough to guarantee a rough time for any criminal who falls into their sights.

Organization

The twelve Watch Inspectors are divided equally between the city's three Watch Captains. Four Watch Inspectors report to Captain Gervis Sculler on Bull's Island, four to Captain Sherill Ladway on Chaser Island, and four to Captain Nestor Parvolo on Captain's Isle. While their base of operations is in this local watch barracks and they are generally assigned to crimes originating in their local area, Inspectors have tremendous leeway in the pursuit of evidence or leads. Therefore, their work may take an Inspector far from his typical territory, and the local Watch is expected to cooperate and see to his needs. In actual practice, it can be a challenge for an Inspector to receive adequate support in distant parts of the city, where he may have few contacts and influence. However, most criminals are reluctant to interfere with a Watch Inspector, aware that one misstep could bring unwelcome attention.

The Watch Captains and Watch Commander appoint Watch Inspectors from among the lieutenants and sergeants of the Fingers Watch. However, Watch Inspectors are a notoriously eccentric and clannish lot and can make life unbearable for an appointee that they dislike. While the existing Inspectors have little formal say in an appointment, the only Inspectors that make the cut are those whom they approve. Appointment comes with a small boost in pay and a badge identifying the newly named Inspector as authorized to conduct investigations. The official uniform of the Watch Inspectors is the same as any other Watchman of the appropriate rank, although few Inspectors wear their actual uniform except when it suits their needs. Each Inspector's office at the watch barracks includes a seemingly bottomless pile of paperwork documenting unsolved crimes left by predecessors, as well as notes on the most recent assignments.

Watch Inspectors, Reputation and the Sense Motive Skill

Reputation

The Reputation Chart shown on page 110 in *Five Fingers: Port of Deceit* has a distinctly criminal bent to it. However, given their penchant for working on famous (and infamous) cases, Watch Inspectors can garner quite a rep of their own. The following PC Actions can affect a Watch Inspector's Reputation Score.

PC Action	**Rep Gain/Loss**
Close a complicated case	+1
Close a previously cold case	+3
Successfully convict a gang leader	+2
Successfully convict a crime lord's lieutenant	+3
Successfully convict a High Captain	+4
Publically embarrass a superior	-4
Seriously improper conduct on a case	-2
Wrongly convict an innocent	-5
Subordinates killed under your command	-2 per

Cover Identities and Reputation

Many people in Five Fingers have cover identities, aliases, and "alter egos" both for business purposes and to keep themselves safe from anyone seeking to do them harm. Any character with a cover identity (such as the class ability described in the Agent prestige class), has a Reputation score separate from their true identity. As long as a particular cover identity or alias does not get revealed to the public, the character can maintain these separate Reputation scores. However, if the character's cover gets blown, so to does his Reputation score to those in the know.

Sense Motive (WIS)

Sense Motive is a vital skill for any character in Five Fingers. It enables them to call a bluff, follow a hunch, or even detect hidden messages. Additionally, this skill can be used to discern a given person's true Reputation score.

Check: When making any Sense Motive check, if the character beats the DC by 5 or more, he discerns if the target's true Reputation score is different that what the character previously thought. If he succeeds by 10 or more, he learns if the target's true Reputation score is higher or lower than presented. If the DC is beat by 15 or more, the character learns the target's exact true Reputation score.

Action: Discerning a character's true Reputation score is part of a standard Sense Motive check.

Try Again: No.

New assignments arrive in a continual stream, sent down by the Captains, the Commander, and occasionally even the Lord Governor. It is up to each Watch Captain to prioritize these assignments, often decided by political considerations, although many Inspectors ignore those instructions and follow their own nose.

Five Fingers Watch Inspectors

Secrecy: Public (Gather Information DC 11)

Organization: Structured

Enforcement: Moderate

Size: Band (12 members)

Location: All three Five Fingers Watch Barracks

Operations: Agenda (criminal investigations)

Alignment: LN; **Member Assets:** 2,000 gp (good weapons and armor, exact asset value varies greatly from member to member)

Membership Requirements: Sergeant or Lieutenant in the Fingers Watch, nomination by Watch Captain, Watch Commander, or Lord Governor

Members: Lt. Eliza Blake, Sgt. Hagan Stopps, Lt. Priam Verrand, and Lt. Neville Worley (Bull's Island), Lt. Martin Abernathy, Sgt. Kiley Finnigan, Sgt. Vern Paulson, and Lt. Barrington Worth (Twin Islands), Lt. Bertrand Ackerly, Lt. Aedan Lochlan, Lt. Roland Mantle, and Sgt. Dermot Vale (Captain's Isle)

Notes: Watch Inspectors have the standing right to call upon watchmen from their district. Most Watch Inspectors are reluctant to trust the details of their cases to normal watchmen. However, each Inspector knows a handful of reliable and trusted associates to assist with legwork or provide additional manpower when making dangerous arrests or venturing into risky neighborhoods.

A Day in the Life

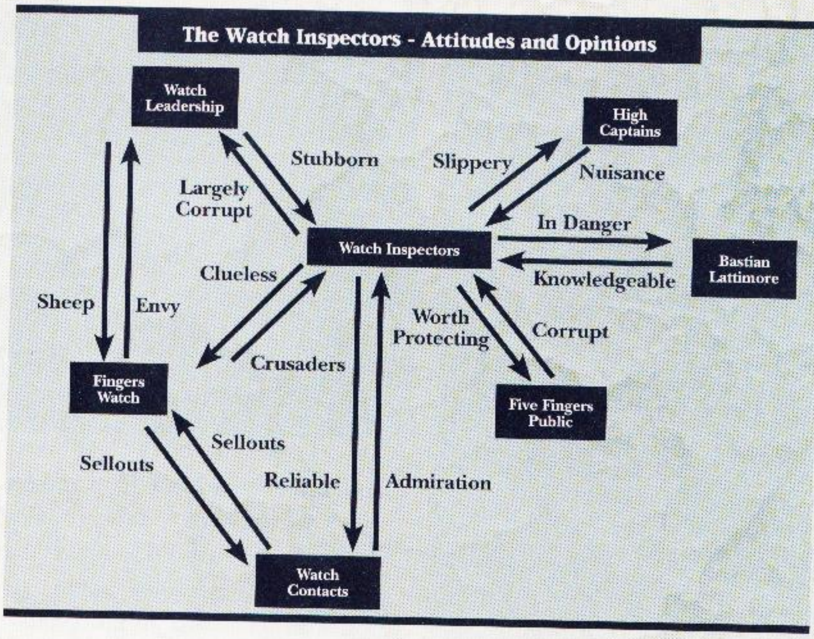
At the end of a shift, the Watch reports all grievous crimes that lack any clear culprit to their superiors. Those reports eventually make their way to the Watch Captains, typically with long delays and loss of information in the process. Watch Captains prioritize unsolved crimes in their district and turn the worst of these over to the Watch Inspectors. At this point, it is up to the Inspector to prioritize their own investigations, although old cases are continually getting bumped aside as newer, more important cases get heaped on the pile.

Watch Inspectors spend most of their time gathering information in the vicinity of the unsolved crime, seeking material evidence or witnesses. They receive as many slammed doors as helpful tips, but Watch Inspectors develop a web of useful contacts to lead them in the right direction. More often than not, circumstantial evidence and the word of a drunkard are all that an Inspector has to work with.

A Watch Inspectors daily life is fraught with danger. In addition to dealing with surly, uncooperative witnesses, there are the goons sent by various criminal elements to hinder their activities, random street violence, and finally, the possible culprit that the Watch Inspector is attempting to find. It's a rare day that goes by when an Inspector doesn't have to draw his sword or pistol, either to "encourage" an informant to spill information or to protect his hide from some scum or another.

Watch Inspector Equipment

Watch Inspectors must equip themselves, receiving little support from their superiors beyond their small increase in pay. Accordingly, their equipment varies considerably between



The Watch Inspectors - Attitudes and Opinions

individuals. It is not uncommon for Inspectors to have more colorful pasts than typical watchmen, including among their number former Ordic military officers, privateers, and even reformed thieves. Lieutenant Worley (of the Lords District Worleys) has access to all manner of equipment, both mundane and arcane, while Lieutenant Abernathy (Twin Islands District) carries little but his tarnished cutlass and rarely has two plackpennies to rub together.

Typical Equipment: masterwork cutlass, masterwork military pistol, dagger, studded leather armor, armored greatcoat, 10 rounds of precision ammunition, and additional tools or equipment appropriate to former occupation and/or social standing.

Sample Watch Inspector: Bertrand Ackerly

Though the Watch Inspectors are all equal in authority, many look up to Watch Inspector Bertrand Ackerly as their unofficial leader and seek to emulate his example. He has a remarkable ability to gather information, reviled only by his capacity to relate to the people he serves. He is well-liked on the streets of Captain's Island and is little short of a legend on nearby Hospice Island. His interest in solving crimes on that forsaken island is considered a peculiar quirk among his peers, but has earned him respect among the regular citizens to whom he has brought a sense of justice.

Bertrand Ackerly grew up in Coveward Bourg of Hospice Island. His family, like most in the region, scratched out a meager existence through hard work and determination. At the age of eleven (583 AR), a fire broke out on Black Sail Day, consuming several blocks before finally being brought under control by the overburdened watchmen of the island. In response to the outbreak, young Bertrand established the ambitious Volunteer Fire Brigade, a handful of human youths and one young gobber. Drawing crude pictures of buckets on their tunics, the group patrolled northern Coveward Bourg with small wagons of wooden buckets. They typically delivered the water to able-bodied men rather than actually fighting the fires themselves, but the presence of the young band brought something very special to the dejected citizens of Beggar's Isle—hope.

Less than a year later, the Volunteer Fire Brigade was officially integrated into the Fingers Watch, making its members some of the youngest to ever serve the city in such a capacity. They primarily acted as runners and lookouts for the older watchmen, but whether helping maintain order, fighting fires, or even battling risen thralls from the Chatterstones, their youthful zeal continued to provide that flicker of hope born from the ashes of the 583 AR fire.

Over the next decades, Ackerly proved himself and was promoted to sergeant and later lieutenant. In 601 AR, he was named one of the twelve Watch Inspectors, and his post was moved (officially, at least) to Captain's Isle under the command of Captain Nestor Parvolo. Recognizing the abysmal presence of the watch on Hospice Isle, as well as Ackerly's popularity with her citizens, Parvolo frequently assigned Ackerly cases that would take him south. The two maintain a cool, businesslike relationship, but are steadfast allies when the city's brutal politics seriously threatens either one of them.

In his first few years as a Watch Inspector, Ackerly laid low and ruffled as few feathers as possible, doing his job with single-minded determinedness. His background predisposed him to push hardest on cases to which few members of the community could openly object, including crimes such as arson and necromancy. When such open cases dwindled, however, he quickly became mired in politically volatile situations far outside his capability.

A visit from his childhood friend Lizeth Duranti provided an unexpected solution to his political troubles. Duranti, another former Volunteer Fire Brigade member, had left the Fingers Watch to join the Ordic Army and was appointed to their reconnaissance branch. While on leave in Five Fingers, she taught Ackerly some useful skills and gave him a number of local contacts before she was called away on assignment.

Though he initially hated the deception required for his line of work, Ackerly quickly came to appreciate the benefits of anonymity. He was surprised at the amount of information that could be gained while disguised as a random beggar or drunkard, and not as Watch Inspector Bertrand Ackerly. His most commonly adopted persona is that of Stanislav Ilyin, a wandering herbalist with a penchant for rum and song who is always willing to aid those in need. So far, no one has openly claimed to make the connection between Ackerly and his various aliases.

Ackerly has no particular allegiance to, or hatred for, any of the High Captains, doing his job and staying out of their affairs. If a situation arises that runs counter to their sphere of influence, he adopts a different persona, someone the High Captains and their men will never see again. Lt. Ackerly has some allegiance to the beleaguered Morrowans of Five Fingers and finds excuses to visit Father Gald Ronolvo at the Church of the Waters more often than his work truly requires. He doesn't openly practice his faith, but is a devout follower of Ascendant Rowen and privately hopes that the Morrowans make headway against the corruption of Thamar in Five Fingers.

Though he vastly prefers to settle things peaceably, Ackerly can handle himself adequately when confronted. He typically calls upon members of the local Fingers Watch when he senses the potential for trouble and jumps right into the fray at their side to take advantage of any opportunities presented by his allies' attacks.

Watch Inspector Lt. Bertrand Ackerly

Male Thurian rogue 4/fighter 2/agent 3*

NG Medium-size humanoid (human); Born 572 AR

Init +3; **Senses** Listen +8, Spot +8

Languages Cygnaran (including Five Cant, Scharde, and Gobberish dialects), Khadoran, Llaelese, Ordic

Reputation 17 (10 as "Stanislav Ilyin")

AC 20, touch 13, flat-footed 16; Two-Weapon Defense, uncanny dodge (+3 Dex, +6 armor)

hp 65 (9 HD); DR 5/bludgeoning

Resist evasion

Fort +8, **Ref** +10, **Will** +5

Speed 30 ft. (6 squares)

Melee _+2 keen mechanikal shortsword_ +13/+8 (1d6+3/17-20) or

Melee _+2 keen mechanikal shortsword_ +11 (1d6+3/17-20) and shortsword +10 (1d6/19-20) or

Melee sap +8/+3 (1d6+1 nonlethal)

Ranged mwk light crossbow +1 (1d8/19-20)

Space 5 ft.; Reach 5 ft.

Base Atk +7/+2; **Grp** +8

Atk Options sneak attack +2d6

Abilities Str 13, Dex 16, Con 16, Int 14, Wis 12, Cha 13

SQ charming*, cover identity*, ear of truth*, fabricate identity*, field education*, linguist*, trapfinding

Feats Investigator, Iron Will, Negotiator, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (shortsword)

Skills Balance +10, Bluff +10, Craft (alchemy) +5, Diplomacy +15, Disguise +14, Forgery +6, Gather Information +17, Hide +7, Intimidate +9, Jump +10, Knowledge (Local) +10, Listen +8, Move Silently +7, Open Lock +8, Profession (herbalist) +6, Search +11, Sense Motive +15, Slight of Hand +6, Spot +8, Tumble +15, Use Rope +5

Possessions _+2 keen mechanikal shortsword_, shortsword, masterwork light crossbow, _+1 studded leather_, masterwork armored greatcoat, disguise kit, quiver with 10 bolts, various herbal and alchemical remedies, flask of cheap rum

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Religion Morrowan. Bertrand Ackerly's devotion to the downtrodden and hard-working men and women of Hospice Isle led him to revere Ascendant Rowan (grants a +1 to Gather Information or Diplomacy when speaking to the lower classes). He does not speak about his faith due to the religious climate in Five Fingers and his role as an impartial keeper of the law.

*New ability, class, feat, or skill described in _Five Fingers: Port of Deceit._

Rumor Has It: Inspector Bertrand Ackerly

Common (DC 12): Ackerly is the unofficial leader of the Watch Inspectors and has a remarkable ability to keep his hands clean from political entanglements.

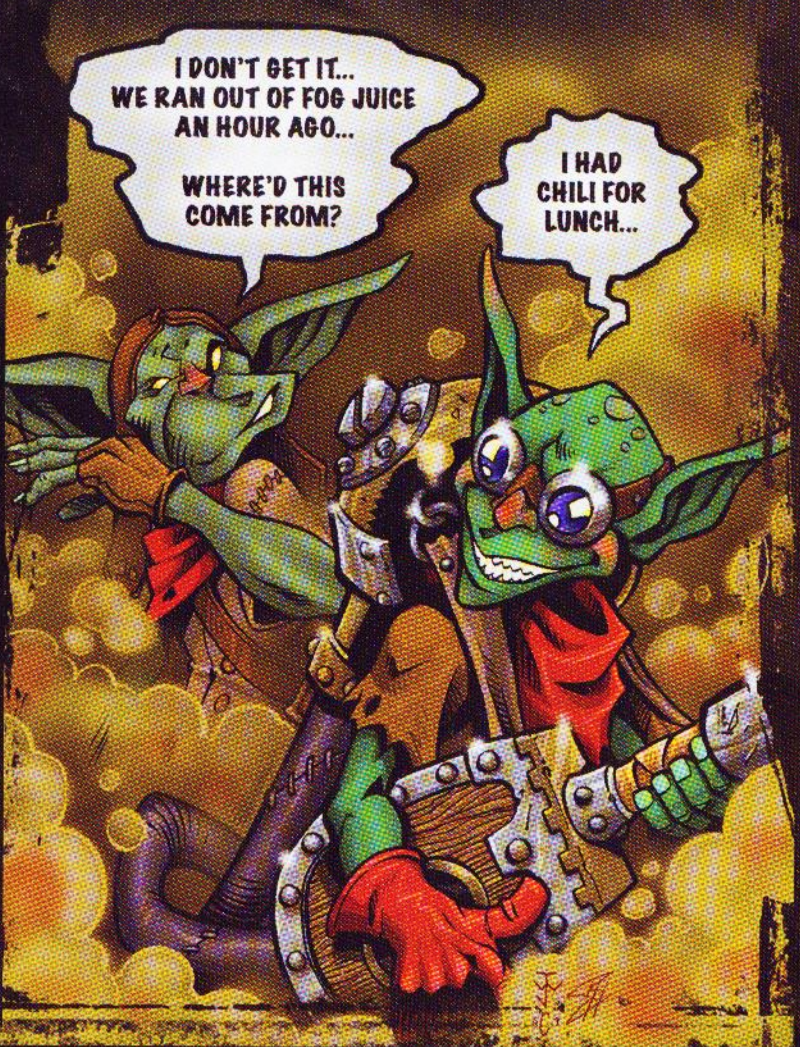
Uncommon (DC 17): Although he hides it well, but Ackerly has a deep loathing for Thamarites.

Rare (DC 22): Ackerly is a master of disguise and does a good portion of his work under assumed identities. If the wrong people discovered his deception, he could quickly join the long list of deceased Watch Inspectors.

Obscure (DC 30): Ackerly once saved a privateer with ties to the Cult of Cyriss. That cult apparently has some interest in the Watch Inspectors, although to what end is unknown. Though his mechanikal shortsword appears to be conventional mechanika, it includes internal Cyriss tech, which enables them to track his location.

DRAWN·AND·QUARTERED

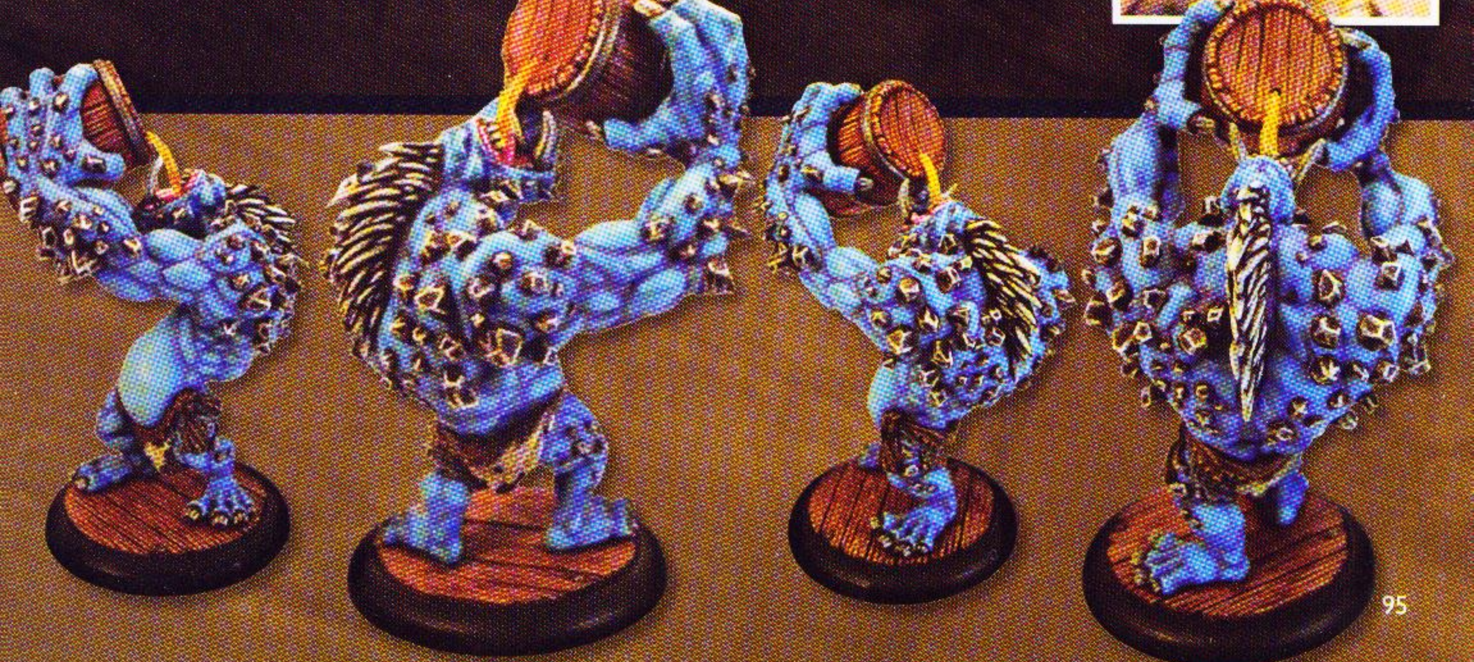
by **Chris Walton** and **Rob Hawkins**


I DON'T GET IT...
WE RAN OUT OF FOG JUICE AN HOUR AGO...
WHERE'D THIS COME FROM?
I HAD CHILI FOR LUNCH...

THE PLAYER GALLERY

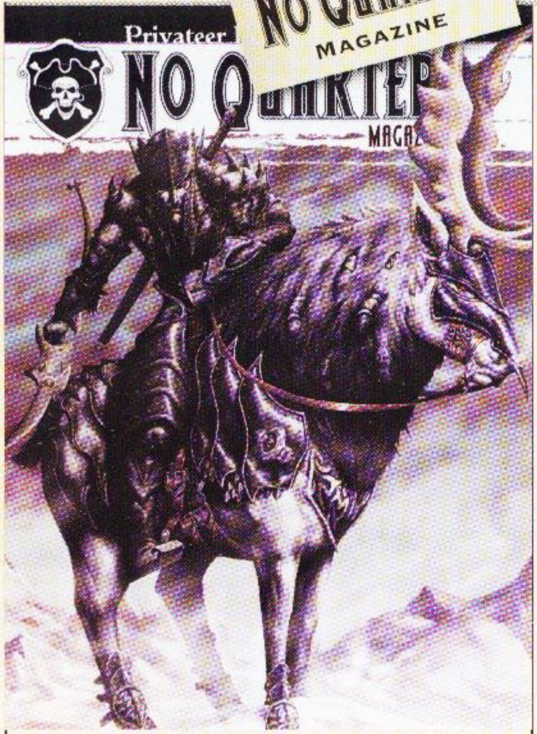
Roll Out the Barrel

Dire Trolls are not known for their moderation and Andrea Scarponi's amazing conversion shows how true this is. Just remember to politely decline once the dire troll drunkenly challenges you to an arm wrestling contest.



THE POOP DECK

IN THE NEXT NO QUARTER MAGAZINE



Saddle up! A preview of **HORDES: *Evolution* Cavalry**

Nasty meets nastier. The Leviathan and Striders in **Guts and Gears**

PLUS, **Summer Rampage,** and **What Lurks Beneath Five Fingers?**

For Honor, Country, and Cake?

Happy Birthday Dad!

Ed Rohn's wife, Katy, and daughter, Mia win the "Best Family *Ever*" award with these Cygnaran-crested birthday cake and party supplies. Other WARMACHINE fans at Blue Dragon Games in Shelby Township, MI helped the birthday boy devour his treat. Sadly, "actual size" Defender he wanted wouldn't fit in the bag shown above.

Saeryn, Omen of Everblight and her twin sister, Rhyas, Sigil of Everblight, face off against a swarm of Circle Orboros

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